CU AMIGA

THE MAGAZINE FOR A500, A600, A1200 & CD32 OWNERS

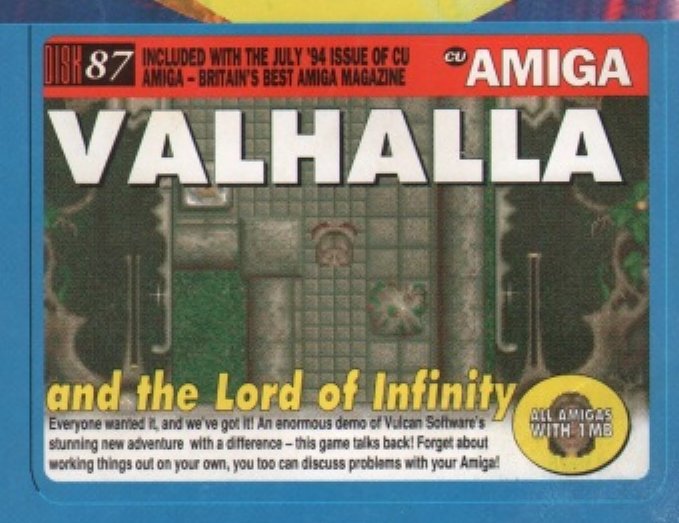
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Group C
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Chicago Soldier Field
Germany v Bolivia
0:00
WC'94™

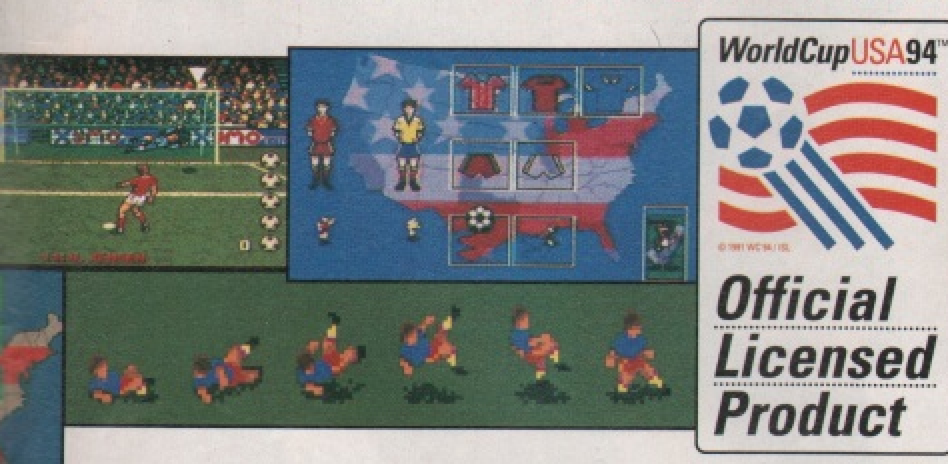
THE ONLY ONE GOOD ENOUGH

to be awarded the official license

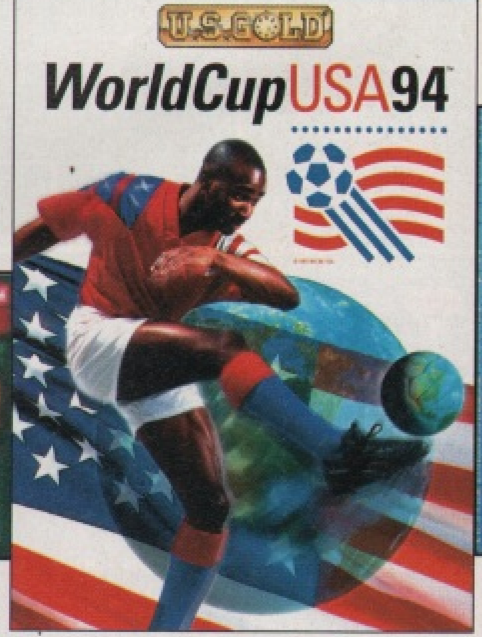
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It's out on *June 3rd* and it's the *only one good enough* to be called

WorldCupUSA94™

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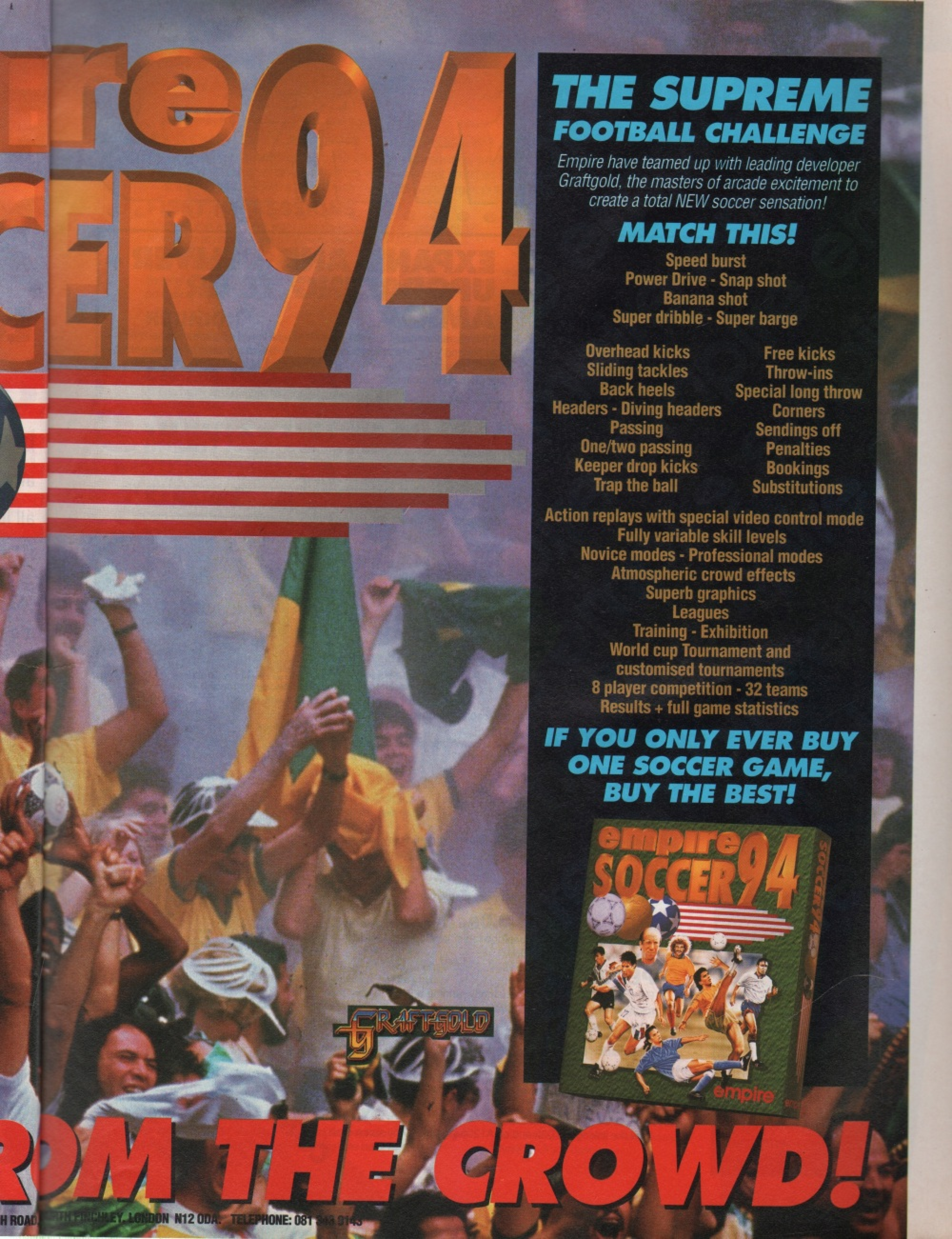





Germany
Time
1:00
USA
Speed Burst
Computer
4 4 2
4 4 2
Novice
Novice




England
1
Brazil
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OFF THE CUFF

EDITORIAL



It's been another interesting month here in Amiga magazine land. Everyone has been so nervous about Commodore's position that our mail bags have filled up and the phones have never stopped ringing. Funnily enough it's also been the busiest month in terms of new game and product releases for quite a while now – proof positive that the show isn't over until the fat lady sings. And since I haven't seen any overweight opera divas hanging around Commodore's Maidenhead offices lately I suspect that all will be well again very soon. (See page 17 for our predictions and we'll have a full story on the takeover next month). In terms of this month's reviews, well, if you're into beat 'em ups then *Elfmania* (also on coverdisk 86) is my favourite, closely followed by *Benefactor* and the surprise outsiders, *Bump 'n' Burn* and *Valhalla*. I was also devastated by *Montage* and the DPS Par Card, in fact it's such a pity that the latter is only available for the A4000. Finally, I hope you enjoy the upgrading feature, we are, after all, here to make your life easier.

Alan Dykes
Editor

AD INDEX

CU AMIGA CONTENTS



GET SERIOUS

PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEW PRODUCTIVITY REVIEW

There's a varied lot this month, with everything from graphics to programming, to printers and graphics tablets. We review something to suit everyone's tastes including *Hisoft Basic*, in-depth tests of two dot matrix colour printers and *Montage* – a new composition and titling program.



You may not work for Channel Four but with *Montage* your videos will look as good.



It's high noon and there's a printer fight at the OK Corral.



Pegger: The greatest Amiga peripheral yet?

SCREEN SCENE

GAME REVIEWS GAME REVIEWS GAME REVIEWS GAME REVIEWS

Games, games everywhere, and not a drop to drink. In a surprisingly-packed-for-this-time-of-year issue, we bring you the latest and greatest releases, along with those that aren't so fresh. *Putty Squad, Valhalla, Banshee* – we've got all the top titles. There's also *Crash Dummies* from Virgin, but we won't mention that. Oops.



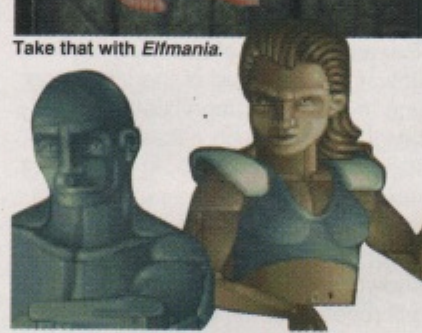
Stretching and bouncing fun with *Putty Squad.*



Valhalla – did you say something?



Take that with *Elfmania.*



The return of the *Impossible Mission.* Destroy him my robots!

REGULARS...

DISKS

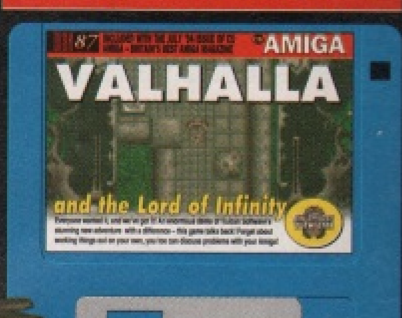
On this month's superb disks we help you find your way around Britain's road network with *GB Route 1.1* (worth £40), introduce the Amiga's best beat 'em up, *Elfmania*, and a stunning new talking adventure, *Valhalla.*

DISK 86 PAGE 8



If you've got a car. If you've always fancied getting from London to Brum without passing through Aberdeen. Or, if you're the sort of person who loves to say "Ooh, you shouldn't have taken that left turn", then *GB Route* is for you. *Elfmania* is for those who hate you.

DISK 87 PAGE 12



Are you after the kind of game that talks back? Thanks to CU AMIGA and Vulcan Software, you've found it! *Valhalla And The Lord Of Infinity* is a mammoth talking adventure, and we've got a mammoth demo!

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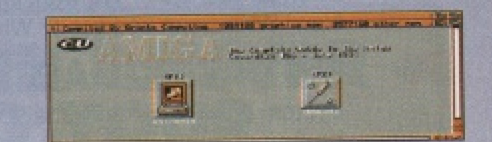


ABC 112, 780
July-December 1993



COVERDISK 86

This month's coverdisk may contain some answers for today's hassled road users – it's a new and fully featured version of the popular Amiga route finder *GB Route*! There's also a brilliant demo of the superb *Elfmania*.



1 GB ROUTE 1.1

GBRoute is a remarkably simple, and very clever program. If you want to know the route between two towns or cities anywhere in the UK mainland all you have to do is enter the start and destination points and *GBRoute* will show you the quickest route. Further information can be entered too, allowing you to specify three stop off points on your journey or places you would like to visit.

FEATURES

Over twelve million possible routes
Departure time facility, arrival time calculated
Defines miles per gallon
Shortest/fastest route calculation
Minimum character input for placename recognition
Motorway junctions included
Bias option for average Motorway and A Road speeds
10 levels of zoom to x512 (1 mile) for maps
Specifies up to three stop off points
Save preferences
Mouse zoom on maps

Therefore, if you live in Birmingham and wanted to visit CU AMIGA in London, and were going to stop off for tea with Commodore in Maidenhead you would enter start, destination and 'via' towns and *GBRoute* would tell you to go via Alcocks Green, Adderbury, Shipton-on-Cherwell, Kidlington, Wolvercote, Headington, on to the M40 at Junction 6, leaving at Junction 4 for Marlow, then to Cookham Dean and finally to Maidenhead to drop in on Commodore and see David Pleasance. On leaving Commodore you travel from Maidenhead to Burnham via the A4, on to the M4 at Junction 5 to get to the M25 at Junction 15, from the M25 you can drop into London to visit CU AMIGA. So there you have it, this information, along with facts like the entire journey is a distance of 122 miles and will take you 2.27 hours (excluding tea with David and traffic conditions permitting – you can adjust the speed of both) is calculated in seconds and displayed on screen!

GUIDED TOUR

To use *GBRoute*, load the program, (see the loading instructions in on page 15). You will now see a main screen containing a map in the middle of the screen and a control window down the left hand side of the screen. A menu can also be found along the top of the screen. The control window will display various details about the route chosen. Towards the top of this control window is a small map of the UK telling you the current magnification level – this sets how much detail can be seen on the main map. In the lowest magnification level the entire UK mainland can be seen on the main map, so no indication square will be shown. Increases in magnification will reveal a small box on this map, showing you which part of the UK the main map window covers.

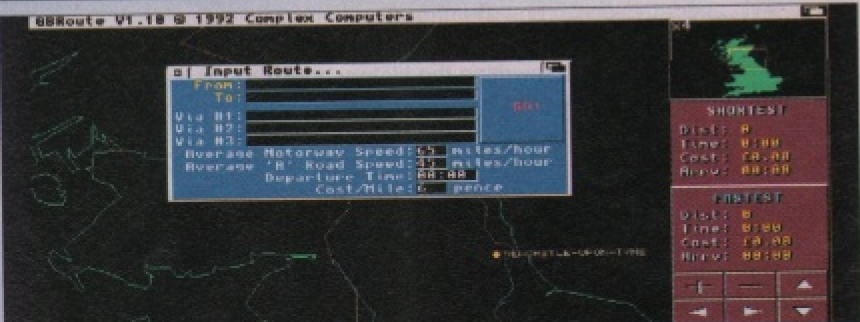
In the middle of the control window are two boxes showing the SHORTEST and FASTEST routes. In these boxes you'll find information such as distance, time, cost and arrival times. Underneath these two boxes are six gadgets that allow you to move around the main map and zoom in or out to change the magnification level.

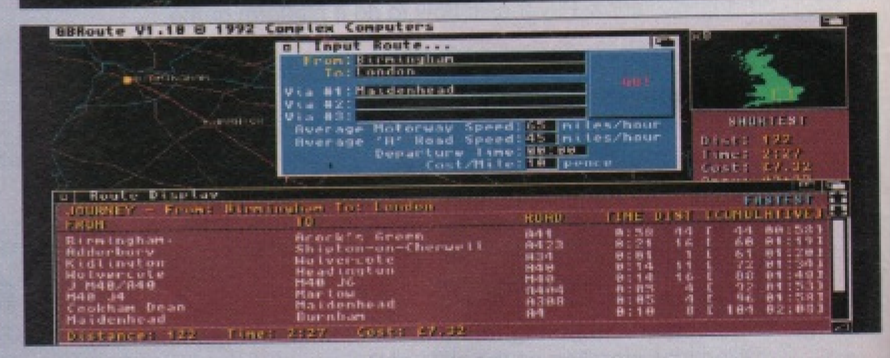
Moving the mouse to the top of the screen and pressing the mouse button will reveal a menu. From here you specify the journey details, toggle between different modes and print out the routes.

GET GOING!

To try out a journey select the 'NEW' option under the 'ROUTE' menu. This presents you with a requester asking you for journey details. Although this requester looks confusing it's really fairly simple. First, type in where you wish to start from, ie Birmingham, and press return. The cursor will now move to the next field asking you for a destination, so type in London. For now we'll cancel our lunchtime appointment for tea with David at Commodore, so no further information is needed. Click on the button marked 'GO'. The program will now calculate the journey details, this should only take a few seconds (depending upon which Amiga you have). Once it's finished calculating, the central map will now change to show the route. The roads for the route are shown in bright red, whilst other roads are in dark red. By clicking on the PLUS and MINUS symbols in the control panel you can zoom in on the route and show it in detail. As you click on the PLUS icons notice how the square on the small map changes. You will also notice that as you zoom in the amount of the route shown in the central map reduces, giving way to more accurate, close up details of the route in question. Using the arrow icons at the bottom right of the







KEYBOARD SHORTCUTS

Once you understand how *GBRoute* works you'll find that it's a very powerful program. But more experienced users may find constantly selecting menu options a bit tedious. For this reason a number of keyboard shortcuts have been built in, these allow you to access the various features by pressing key combinations instead of using the mouse.

These keyboard shortcuts being:-
Right Amiga + X ....Clears text from an input window
Right Amiga + ? ....The ABOUT requester
Right Amiga + P ....Prints the current route
Right Amiga + M ...Toggles MAP and Route mode
Right Amiga + Q ....Exit GBRoute
Right Amiga + N ....Enter a new route
Right Amiga + S ....Select the shortest route
Right Amiga + F ....Select the fastest route
Right Amiga + D ....Opens the Display Window
Right Amiga + E ....Save preferences
Right Amiga + R ....Toggles non-route roads on or off

screen you can move around the UK following the route in question.

To print this out move the mouse pointer to the menu bar and select 'PRINT MAP' from the first menu, the map can be printed in colour or black or white depending upon your printer type. Alternatively, if you want a textual description of the route, select the 'DISPLAY' option under the 'ROUTE' menu. A window now opens revealing which roads to take etc. If you wish to print this out click on the 'PRINT ROUTE' menu choice.

OFF TO COMMODORE!

But wait, David Pleasance at Commodore is still waiting on our visit. The NEW route requester should still be open, if not simply click on 'NEW' under the 'ROUTE' menu, and with the mouse, click in the text field marked 'VIA #1:' and enter Maidenhead then select 'GO'. The program will pause for a moment whilst it calculates the new journey and then redisplays the route.

Using this technique you can enter start and end locations for your journey, the program recognises all major cities and most small towns. And that in a nut shell is GBRoute. Other functions you can experiment with are variables affecting how long the journey will take, cost and the arrival time. These variables are displayed in the CONTROL window.

To change these you can enter a departure time, the cost per mile, your car costs, and average speeds for Motorway and A roads – the program doesn't cater for the M25 as it can't handle negative speeds! All of these being entered in text fields in the 'NEW' requester.

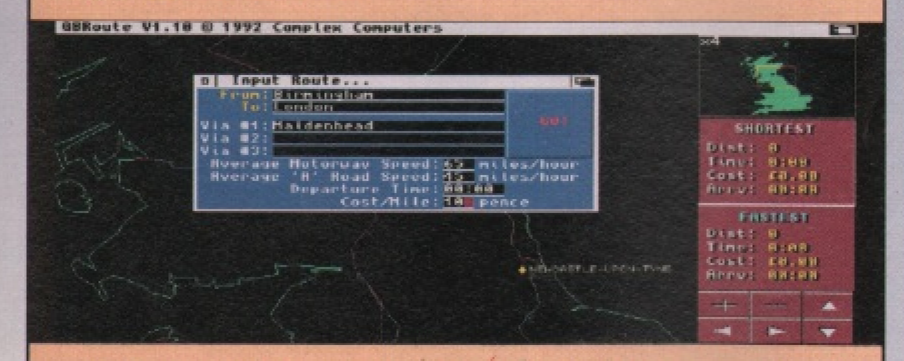
Other possible variations include showing roads surrounding your journey route (click on the 'ROADS OFF' menu command to turn them off, and then 'ROADS ON' to get them back again) and showing just the route taken or other local information as well (again, clicking on one menu option toggles between the two options, these are found on the menu under 'MAP MODE' or ROUTE MODE').

The last option is 'SAVE PREFS' which surprise, surprise, saves your preferences. The preferences saved being Average Motorway and 'A' Road Speed, Departure time and Cost per Mile in pence.

GBRoute is a simple and powerful program. Go forth and drive.

SHORT CUTS

To save you time *GBRoute* has an automatic input system. With this all you need do is enter the first few characters of a location name and *GBRoute* will fill in the rest for you. To try it out, follow the tutorial given here, but instead of entering all of the word 'Birmingham', enter just 'Birmi' and press return.



GBRoute recognises that you actually mean Birmingham and adds the extra characters for you. It can only do this if you enter enough of the characters of a place name to distinguish between other similarly spelt locations – as long as you enter enough letters it will find the correct name. If not, simply re-enter the correct location.

UPGRADES

***GBRoute* was the first commercial United Kingdom route planner for the Amiga, we have given you the latest version. A more powerful version is also available called *GBRoute Plus*, for details of this and how to upgrade see the advertisement from Complex Computers in this issue of CU AMIGA. Alternatively contact Complex Computers on 0706 224531.**

2 SOUND SAMPLES

Yet more top quality sound samples have been ushered onto the disk this month. There's even a nice mellow summer cruising tune too, courtesy of our resident noise-maker Tony Horgan. You'll need *OctaMED* to load and play the tune (see page 15 for details). To get the full effect of the massive bass on the track, connect your Amiga to a good hi-fi, hang the speakers out of the window, get the barbie out, invite a few friends round, crack open the beers, put your feet up... You can use the samples with pretty much any other music program.

3 ELFMANIA

This is a game that almost every Amiga owner has been getting hot under the collar over for some months now, and finally it's ready to be unleashed. *Elfmania* is the best looking Amiga beat 'em up ever, and CU AMIGA in conjunction with Renegade are proud to be able to bring you the first ever playable demo of Terramarque's stunning debut. One or two player, you can take on the furry boots of Janika against the might of, er, Janika with her furry boots. In this timed bout of all out combat you have to use every move at your disposal to drop your opponent as quickly as possible.

There are a couple of things to watch out for in the demo. The first are the coins and other treasures that fall whenever you hit your opponent. These need to be punched or kicked to be collected. Kicking them across the screen also turns them into weapons. Remember that your opponent will also be trying to do the same thing, so you'll need to be fast.

The other thing you'll want to look out for are the special moves. Unlike most recent beat 'em ups, these are quite simple to perform, but as always will take a little while to master. Each character only has one special move, and they are all performed in the same way. To do a special move, start a combat move, and then halfway through start waggling the joystick furiously. If done correctly, Janika will race across the screen performing a spinning kick which should devastate the other Janika! Hopefully Have fun!



JOYSTICK CONTROLS

CHARACTER FACING RIGHT

Without fire:

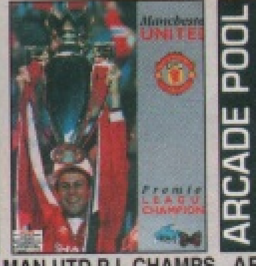
Up:	Jump
Down:	Crouch
Right:	Walk forward
Left:	Walk backward

With fire button pressed:

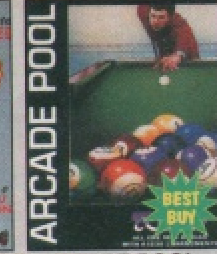
Up:	Jump
Down:	Block
Up Right:	High punch
Right:	Punch
Down Right:	Low Punch
Up left:	High kick
Left:	Mid kick
Down Left:	Low kick



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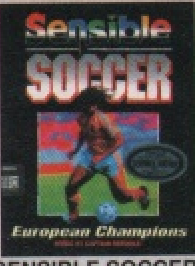
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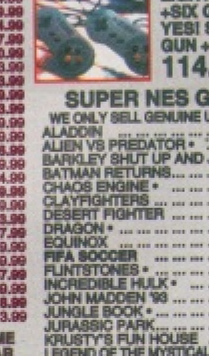
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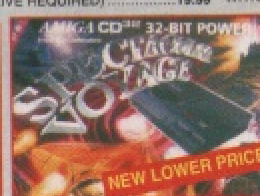
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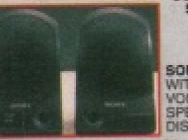
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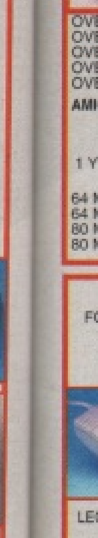
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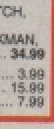
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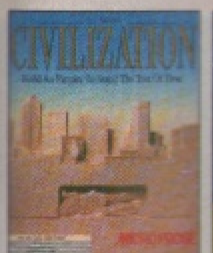


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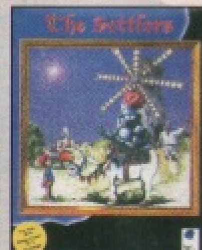




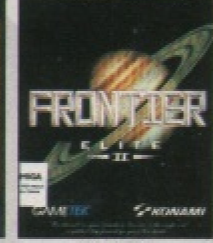
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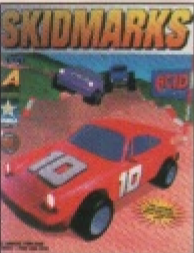
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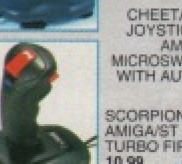
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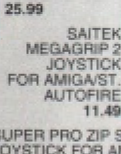


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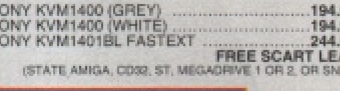
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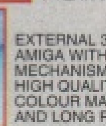






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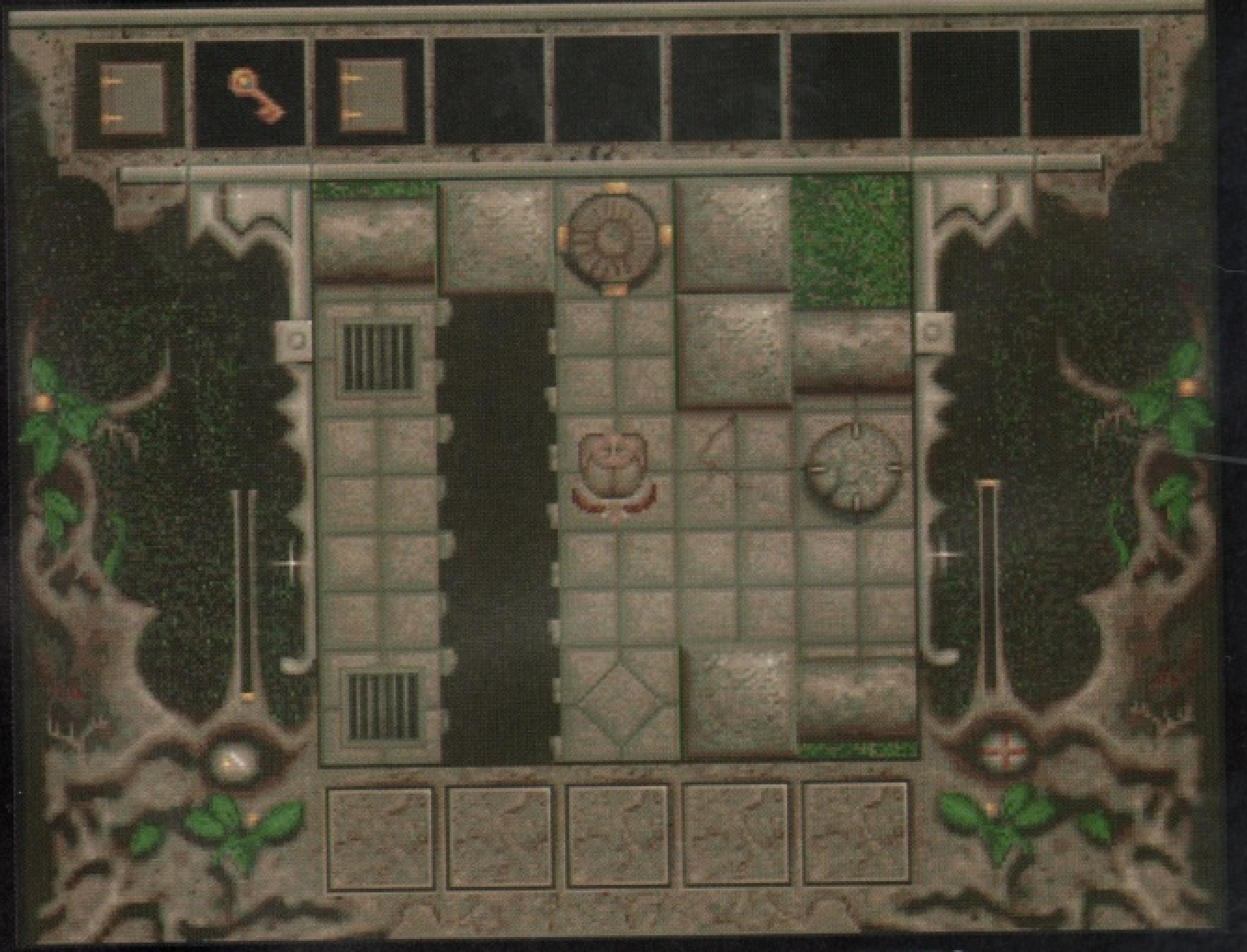
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COVERDISK 87 VALHALLA THE LORD OF INFINITY

Just look what we have for you this month – a complete demo of the most excellent *Valhalla* and we've even included a complete solution to the demo too.





If you've seen all the previews and reviews scattered around in the Amiga press, you should already be quite excited at the prospect of the world's first talking Amiga adventure. If you've read our glowing review on page 68, you should be shaking at the knees, banging on the door of your local computer store and demanding that they sell you a copy and you haven't even seen it yet!

Well have no fear, CU AMIGA is here. The game isn't actually released until the first week of July, and rather than have you waiting all that time, we've fought off the opposition and got our hands on the first exclusive playable demo of the game – and what a massive demo this is!

It's about one quarter of the first level of the real game, and will take you a good half an hour to work through (once you actually know what you're doing).

To load the game follow the instructions on page 15. once you've got the game up and running, press fire to get into the game itself. The top row of boxes on the screen are your inventory, although at the moment they are empty. Pull down on the joystick until you are standing in front of the gold key – not on top of it, and then press the fire button. Five icons appear at the bottom of the screen, which are, from left to right, Look, Pick Up/Drop, Operate, Return To Game and Load/Save. Using left and right on the joystick, highlight the Pick Up icon and then press fire. The key will disappear from the floor, reappear in the inventory at the top of the screen, and then the Prince will look up and tell you he has it.

To drop the key, press the fire button to bring up the control icons again, and this time push up on the joystick to move the highlight to the top row. When the key is highlighted, press fire and the cursor returns to the bottom row again. Select the Pick Up icon again, and the key returns to the floor.

So you've had your lesson in picking things up and putting them down again. You now need to know how to use things. Pick up the key again and walk to the right until you reach an altar. Press the fire button to bring up the control icons again, and then push up to highlight the Gold Key. Press the fire button, and then push the joystick right to highlight the 'Operate' icon and then press fire again. As you are using a key, the Prince will try to insert the key into the altar, which obviously won't work, and he'll tell you that it doesn't fit.

That is all you need to know to play the demo! On the instruction page opposite you'll find the full solution to the demo, but if you don't want your fun spoiled, then here are a few clues to help you on your way:

CLUES

- Look for holes in the paving stones. Operating these can uncover certain objects.
- Examine everything you find. If it isn't important, he'll tell you he can't see anything. If he can see it, it might still be a red herring...
- Large keys open doors. Small keys open chests.

WARNING: Do not read the following page unless you are stuck, keep falling through holes or are the sort of person who must, at all possible costs have a solution to finish an adventure game.

VALHALLA – THE SOLUTION

So you've heeded our warning, stomped all over the place and still can't figure out where to go or what to do. What you need is the complete solution to the demo, and here it is, along with a full map of the level.

The first thing you need to do is pick up the book from the altar (1) and read it. Drop the book on the floor and collect the key and the map under the floor tile. Leave the room and head south to the corridor with the coin in it (2). Collect the coin, and head south again until you reach the crossroads (3). Now head to the right until you reach the switch on the wall (4). Head north up the corridor until you reach room (6), and use the key to open the door. Enter the room and collect the second key from the drain in the north corner, and return to the crossroads (3), and this time go to the left. Pass all the stools and walk up to the large door in the south wall. Use your key on it, and then enter room (7). In the bottom right corner you'll find a map for room (8) under a broken flagstone. Take this, and go to the switch (9). Pull the switch and enter the room.

This next room is a little tricky, as it is completely full of pit traps. Refer to the map you picked up in room (7) for how to get through the room. Head for the centre, collect the small key and then pull the lever at the bottom. That loud creak means that a door has opened. Now work your way back out, and head north up the corridor (10). When you reach the opening in south wall leading into room (11), enter the room.

At the bottom of this room is a stick. Collect it, and then operate the hole in the floor underneath it. Collect the ring you find there, and then examine the well. When you discover it is a wishing well, drop the coin into the water.

After a moment's pause the coin will disappear and be replaced with a large gem. This is completely useless in this demo, but vital in the full game. Now walk all the way back through the level to the very first room.

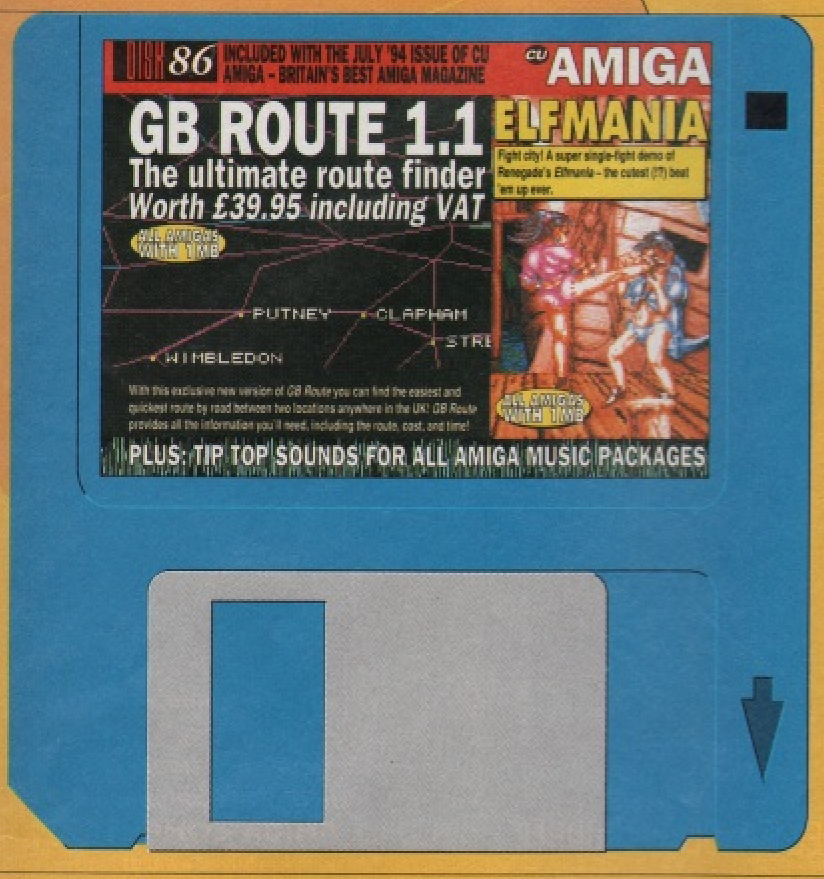
Examine the altar, which you'll find is the identity stone. Drop your father's ring on it to transform it into a proclamation telling the world who you are. Now leave the room with the proclamation and enter room (12). The map you found in the first room will show you how to reach the altar of Justice on the left hand side.

Drop the proclamation on the stone and it will turn into a set of scales. Go to the crossroads (3) and head right to the skull (13). Examine it, and it will ask you what your quest is. You want justice, so drop the scales on the stone next to the skull. They will disappear, opening a door, and you can now walk along the corridor to the end of the demo! This is only a small part of the first level, but you have to admit, it's huge! CU

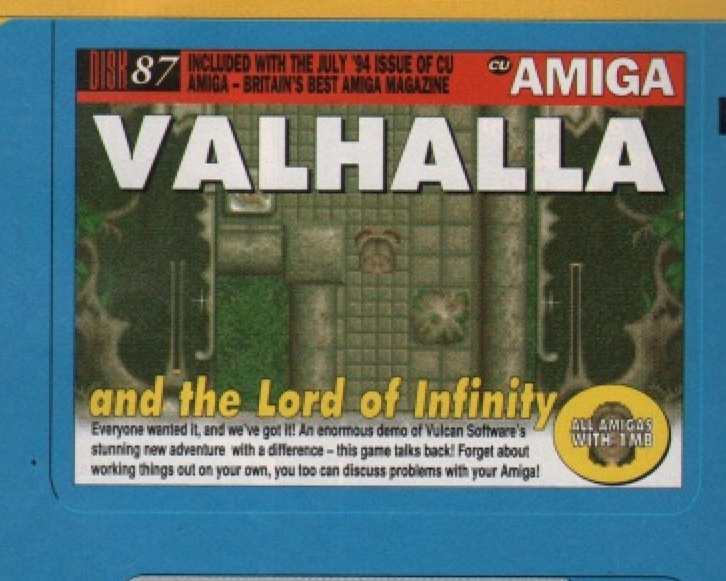



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HOW TO LOAD YOUR CU AMIGA COVERDISKS







HOW TO LOAD COVERDISK 86

Follow these simple instructions and you'll be mapping your way around the UK in the blink of an eye!

1. WRITE PROTECT YOUR DISK!
Make sure the tab on the coverdisk is set to the open position before you do anything!

2. BACKUP YOUR DISK!
As important, if not more, than write protecting your disk, is backing it up. If you don't know how to do this follow the instructions in the Amiga hand book.

3. Switch on your machine, and insert the CU86 disk. Wait for Workbench to load and double click on the icon for this disk.

4. A Window will appear, containing two disk-like icons. One for *ElfMania* and one for *GBRoute*. Double click on the icon for *GBRoute*. This will load the program, it may take a little while.

5. Experiment and enjoy using *GBRoute*. To learn how to use this program simply follow the instructions on page 8.

6. *ELfmania*: To load *Elfmania*, double click on the *Elfmania* icon and before you can say 'CU AMIGA is great' the game will be running.

7.To use the sound samples, you'll need to load them into *OctaMED* or a similar tracker. Due to shortage of space on the disk, you can only play the tune from within *OctaMED*. To load the tune from within *OctaMED*, click on FILES, and put the coverdisk into the internal drive. Click on DF0: from the list on the right, then click on the Samples directory. Click the file named JulyTune, and click the LOAD SONG button. *OctaMED 5* users will have to manually load the samples in after the tune.

DISK VIRUSES

We try to ensure that all our coverdisks are completely free of viruses. We always have the most advanced virus checkers available when the disk is compiled and every program goes through rigorous testing on all relevant Amigas. However, we can not accept any responsibility for possible damage incurred by viruses or faulty disks which have escaped our attention.

HOW TO LOAD COVERDISK 87

This could not be simpler, even if we really tried. To load your fabulous *Valhalla And The Lord Of Infinity* demo, all you need to do is follow these three easy steps:
1) Switch off your machine for at least thirty seconds to stop the spread of viruses.
2) Insert your Coverdisk 87 in the internal drive of your machine.
3) Switch on the machine. After a few seconds of clicking and popping, the demo will load, and you can play away to your heart's content.

IF YOUR DISK WONT LOAD

If your coverdisk doesn't seem to work as it should, then follow this simple guide. Firstly, remove all unnecessary peripherals, such as printers, modems etc. Follow the instructions on these pages to the letter, and if, after that, you find that the disk still doesn't work, call the DiskXpress helpline on: 0451 861131 between the hours of 3pm and 5pm from Monday to Friday.

If they advise you that the disk is faulty, fill in your details in the form below, and send this form, along with the disk and a 28p stamped self/addressed envelope to the following address:

CU AMIGA DISK RETURNS, DISKXPRESS, UNIT 3, OLD COALYARD FARM, NORTHLEACH, GLOUCESTERSHIRE GL54 3EP.

NAME..

ADDRESS..

....

TYPE OF AMIGA OWNED..

DISK NUMBER..

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK..............

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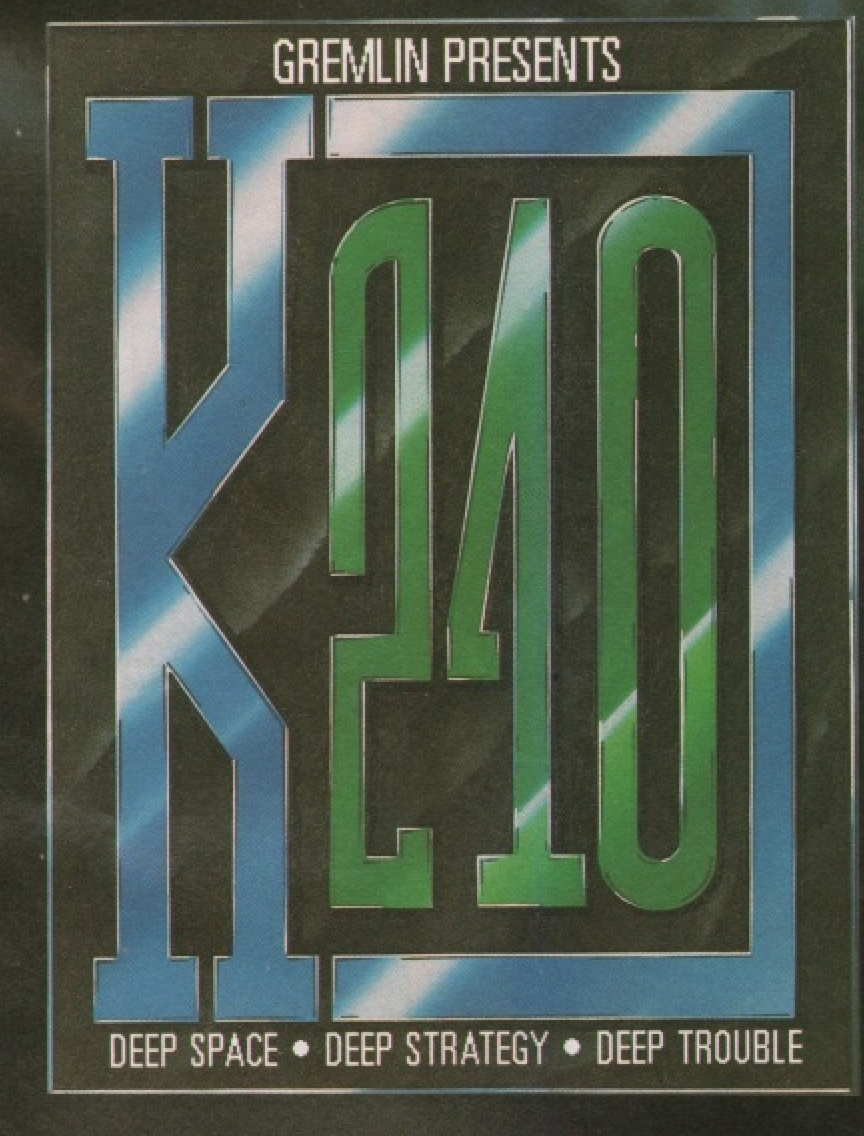
CONTROL YOUR OWN DESTINY

"Play it for an hour and you might as well kiss goodbye to a year."
CU AMIGA-91%

"A mixture of think-em-up and wanton destruction...think Sim City and now put it in space."
GAMESMASTER-84%

"Gremlin can be proud that they have produced yet another quality game."
AMIGA ACTION-86%

"I love this game"
AMIGA POWER-83%



"Not since Dune 2 have we been treated to such a great strategy game, designed in the mould of Populous but taking the whole idea beyond the stars and er, into asteroids."
THE ONE-90%

"A very addictive space exploration game which gets so involved you'll want to hire someone else to play it for you."
AMIGA FORMAT-84%

"Gremlin's space strategy game will have you playing into the wee small hours and I heartily recommend it."
AMIGA COMPUTING
(Silver award)

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CU NEWS

COMMODORE, THE FIGHT GOES ON!

The sun sets over Commodore as we know it. Will it rise in the east? That's where the big money is.

Commodore continues to fight on, despite continuing rumours of the opposite. As we went to press Commodore were fully operational and news about a probable joint venture arrangement was coming out.

Andrew Farrell of the Australian Amiga Review told CU AMIGA that: "Samsung Electronics in Australia has confirmed rumours that the company is currently negotiating with Commodore International for a possible buy out".

It is known that the Korean company met with Commodore at their old head office in Westchester, USA, in early May and further talks were held in Frankfurt, Germany. Andrew continued: "Negotiating teams from both sides inspected the Philippines factory and toured the UK operation". Apparently a few niggles remain unresolved but an announcement will be made shortly (maybe by the time you have read this).

Samsung is a multinational consumer electronics giant based in Korea, with divisions handling brown goods (TVs, CD players, laser disc players, stereos etc), white goods (microwaves etc) and computer goods. Samsung are the world's largest manufacturer of monitors, making them for both their own brand and other manufacturers, they also produce memory chips (being the world's largest manufacturer of dynamic random access memory), laptop and desktop PCs, hard drives, dot matrix, laser printers and colour video printers. Recently they have also tied up with 3DO and will be producing the system, they are also in the process of unveiling a computer CD-ROM drive of their own.

If Samsung are the mystery partner the future of the Amiga would be secured and couldn't be in much safer hands. Samsung have the worlds highest possible credit rating (single A-rating from Standard & Poor Co), and are aiming to hit a turnover of some US$14billion (yes billion) in 1996. Needless to say it is in the running to be one of the world's top five electronics companies in the next century! They are also widely recognised as Korea's best blue chip company. Partnerships include General Electric, Hewlett-Packard, Motorola and Texas Instruments – so Commodore would be up there with some of the world's best hi-tech companies!

Any of the Far Eastern concerns supposedly interested could also significantly reduce Commodore's production costs. All of the firms mentioned have vast manufacturing capabilities of their own, and would without doubt be able to produce the components needed for the A1200 and CD32 for a lower cost than Commodore currently can. This in turn should, in the long run, lead to lower prices for Commodore hardware – although it would be a quite a long time before these cuts would reach the UK buyer!

Even if a rumoured investor deal doesn't come about, support will continue. American developers are actually gearing up for increased R&D and product releases in future. NewTek is to release the acclaimed *LightWave 3D* software in the UK, another big American company, DevWare, has told CU AMIGA they are now considering moving in to the UK market, whilst GVP are known to be working on several new Amiga peripherals. Even without an investor the immediate future looks good, but if someone like Samsung took up the challenge...

Just which European countries does Commodore have a base in? A surprising number! There are in fact seven different countries with over ten offices and manufacturing plants dotted around. And, well, hang me if they're not all on the map below in red.



AND OUR TECH ED SAYS

In the last few days I've tuned my radar, aimed my pointy ears and plugged myself into every electronic mail system I can find. Having read through more documents, conversations and Email than I care to think of I've come up with the following. This is my feeling and what I would like to see happen.

Firstly, Samsung link up with several of the strongest Commodore subsidiary organisations (Commodore UK, Commodore Germany and Commodore Denmark) and form a new Samsung-Commodore company, this, given the Amiga's strong European sales would be based in Europe (Germany, ideally Frankfurt).

Secondly, Amigas start rolling off production lines, with Commodore UK, Germany and Denmark handling product in their respective markets whilst Samsung sets up distribution arrangements around the rest of the world. Samsung would setup new distribution points in other markets such as the Pacific (Australia etc).

As part of this arrangement Samsung would make a considerable investment, and take ownership of a new parent company. I would hazard a guess that Samsung would own between 50 and 70 percent of this new company.

I would also guess that the remaining R&D guys at Commodore would start working lots of overtime, and we'd hopefully see a triple A Amiga out by Christmas (but don't wait for it!!!).

I'd also guess that this new company would have a real go at establishing the Amiga line in America, with a multi-million dollar relaunch. Of course none of this may happen. It is, however, what I'd like to see happening. In the meantime, grit your teeth and don't fret!

SUGGEST AND WIN!

Who do you think should buy Commodore and why? Send your suggestions to CU AMIGA and you could win a joystick.

The three best suggestions, as chosen by the editorial team on CU AMIGA, will each receive a free joystick and have their entries published next month.

Send your suggestions to 'COMMODORE FOREVER', CU AMIGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU'

»

LET'S COMMUNICATE



CD 32 COMMUNICATES THE COMMUNICATOR !

Eureka have developed the peripheral that every CD32 owning Amiga user will want, it should also prove massively popular in the presentation market.

The Communicator is a plug in device for the CD32 that allows easy connection to a normal Amiga via the serial port, allowing simple file transfer. File transfers between the CD32 and Amiga uses a graphical interface showing the files moving between the two systems. Problems with previous CD32/Amiga transfer systems, ie baud rates and wrong connections, are all taken care of for you – all you now have to do is just select the files.

But it doesn't stop there. In addition, the Communicator gives you full control of the CD32 hardware from your Amiga, letting you see pictures, play sound files, watch animations and control Full Motion Video titles held on CD discs. Even better, custom *Scala* Multimedia drivers are provided allowing you to take advantage of this control for advanced presentations. You can, for instance, have an FMV background within a *Scala* presentation, with animations and sound also taken from the CD! It is perhaps the ultimate tool for presentation authors!

Frank Hoen, General Manager of Eureka told CU Amiga: "The Communicator gives CD32 and Amiga owners everything they could want, complete with a packed CD disc".

The Communicator will retail for £125, whilst a cut down version (called Communicator Lite - no keyboard or MIDI interface) will retail for £74. CU AMIGA hopes to have a full review of the Communicator next month, putting it through its paces as soon as we get it through customs.

NEWTEK STAND



LightWave, part of the Emmy award winning VideoToaster, will soon be available in the UK.

American Amiga giants NewTek have finally decided to release their powerful 3D modelling, animation and rendering software title *LightWave* as a standalone product. It will be available with the powerful DPS PAR card and as a standalone application some time in June.

At the time of going to press prices were still being finalised, although CU AMIGA expects it to retail for between £500 and £650. Trade supply will be through SDL and

PINKIE SAYS GO!

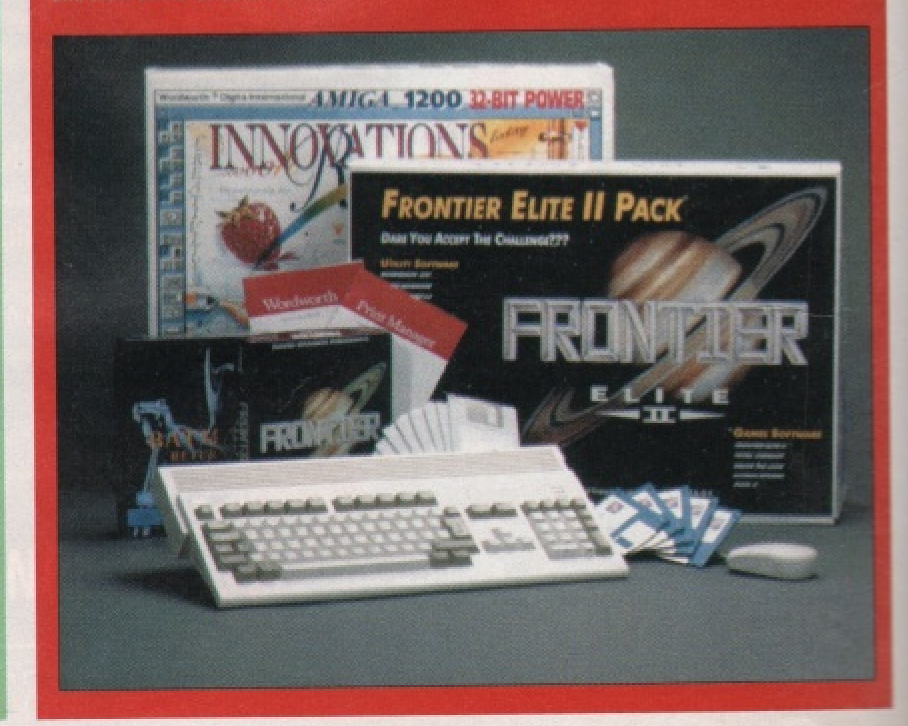


Little Sister is thirteen year-old Kelly Smith from South London. Her first single was released last November on the Message Music label. Kelly writes all her own songs. Kelly is also one half of the most interesting, nay exciting partnership since Little And Large. *Play It* is the first Interactive single to ever appear, and features the talents of Kelly alongside what could be the biggest computer game star ever – *Pinkie*! Millennium are going all out on promotion for their latest cutesy superstar, and the Interactive single is only the first part of the onslaught. Listeners will now not only be able to hear the original mix of the track, but they will also be able to rearrange the song completely!

But that isn't all. *Pinkie & His Little Sister – The TV Show* is due to enter production this autumn, featuring Kelly and Pinkie rescuing aliens from various worlds and taking them to live in Pinkie's home on the Planet Purple. Has a game ever received so much promotion? Will a star ever burn so brightly? We'll have a full report on Pinkie next issue. For more, call Millennium on 0223 844894.

BRAVE NEW BUNDLE!

Trade distributor ZCL has created a new Amiga pack. Called the Frontier Innovations pack it features an A1200, *Frontier Elite II*, *Wordworth AGA*, *Print Manager*, *Personal Paint V4*, *Day by Day*, *Batman Returns*, *Total Carnage*, *Brian the Lion* and *Zool 2*. It will have a price of £349.99 and will be available from both ZCLs Calculus chain and their direct sales chain Indi.



ALONE

Digital Processing Systems including the program with the PAR card (see review on page 106-107).

LightWave is a 3D modelling, rendering and animation program that was originally designed to work solely with the NewTek VideoToaster. The software is widely recognised as the best of its kind on the Amiga, and certainly as good if not better than similar software on other computers.

It was the power and ease of use of *LightWave* that undoubtedly helped the VideoToaster sell so well – sales of the Toaster vary between 50 and 80 thousands units.

Recently, a company with the oh-so-cute name of Warm and Fuzzy Logic developed and released a product called LightRave, which allowed users to run *LightWave* without the VideoToaster hardware. The problem with this solution however was that you still needed to buy the VideoToaster to get *LightWave* in the first place!

With the NewTek decision to sell it as stand alone software all this has changed and *LightWave* can now be purchased without the added cost of the VideoToaster or legal implications of using LightRave.

NewTek president Tim Jenison told CU AMIGA: "After being used on television shows like *Babylon 5, seqQuest DSV, Star Trek: The Next Generation* and by tens of thousands of other Toaster users, it's become the 3D software professionals look to when they need to get work done."

LightWave 3D is a 3D graphics and animation system with a comprehensive and easy to use interface. It can render images in 16.8 million colours, ultra high resolutions and has a wide variety of rendering options including lens flares, anti-aliasing, full ray tracing, and motion blur. Its capabilities can be seen every Monday evening at 6pm on the UK's terrestrial Channel 4 in the TV series *Babylon 5*.

LightWave will work on any Amiga with 8Mb of RAM, a hard drive and Workbench version 2.04or higher.

Next month, CU AMIGA will be interviewing Tim Jenison, president of NewTek, to find out all the latest developments and goings on in the world of *LightWave*.

LEANING OVER THE EDGE



Yes its that cliff hanging moment again. Our very own propeller head grabs the latest technology, leans over a cliff edge, sets his blades whizzing, takes off and flies into the sunset. *[No we haven't got a clue what he's on either, but it's obviously taking him to new heights – Ed]*

This month I'm on the campaign trail. No not a John Major soap box type trail, but rather a product campaign. If you take a look through the PC press you'll find numerous PCMCIA products. PCMCIA is the small credit card interface found on the left hand side of the Amiga 600 and 1200.

In PC magazines you'll find products as diverse as hard drives, memory cards, network cards and modems all available as PCMCIA products. So why haven't the Amiga developers leapt on these PC based products and come up with Amiga drivers so they can be used on Commodore systems.

There are a few network and hard drive products appearing, but why aren't there more? Why haven't Power, DKB, GVP, Amitek and the others converted them?

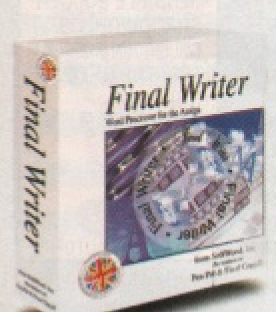
Your guess is as good as mine, partially I suspect it's because they don't believe there's enough demand for PCMCIA products. Let's face it you don't want low-cost modems that can just plug in do you? Neither would you want high capacity, fast hard drives the size of a VISA card! Or would you?

I suspect you would, and with a little help from you I'm going to try and get the big Amiga dèvelopers behind this cause. If you would like to see more PCMCIA products for the Amiga write to me at 'I WANT A SMALL THIN ONE PLEASE', CU AMIGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

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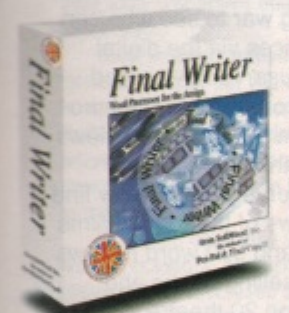
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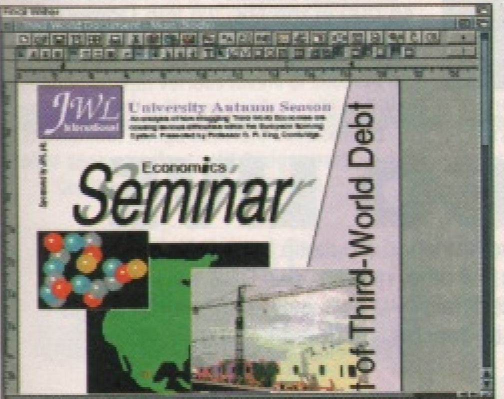
Now you can use Software this Powerful on your Amiga



Final Writer - for the author who needs even more! If you already use an Amiga Word Processor, it won't include the complete and comprehensive array of features found in this latest addition to the SoftWood family.

Can your Word Processor...

Output crisp PostScript™ font outlines on *any* graphic printer (not just expensive lasers), and was it supplied with over 110 typefaces? Import, scale, crop, view on screen and output structured EPS clip-art images (Final Writer is supplied with a hundred), again, on any printer? Also create structured graphics and rotate them along with *text* to any angle, giving you DTP quality presentation? Provide a huge range of printing options (eg. scaling, thumbnails, crop marks etc. on PostScript™ printers) and fulfil other advanced Word Processing functions easily such as automatic indexing, table of contents, table of illustrations and bibliography generation? With Final Writer, this is now available to you along with a list of features that just goes on and on. We know that you'll be impressed by this revolution in Amiga Word Processing, but don't be put off by it's advanced capabilities. With its complement of user definable Command Buttons and Superb Manual, Final Writer is simply one of the easiest programs to learn and use.



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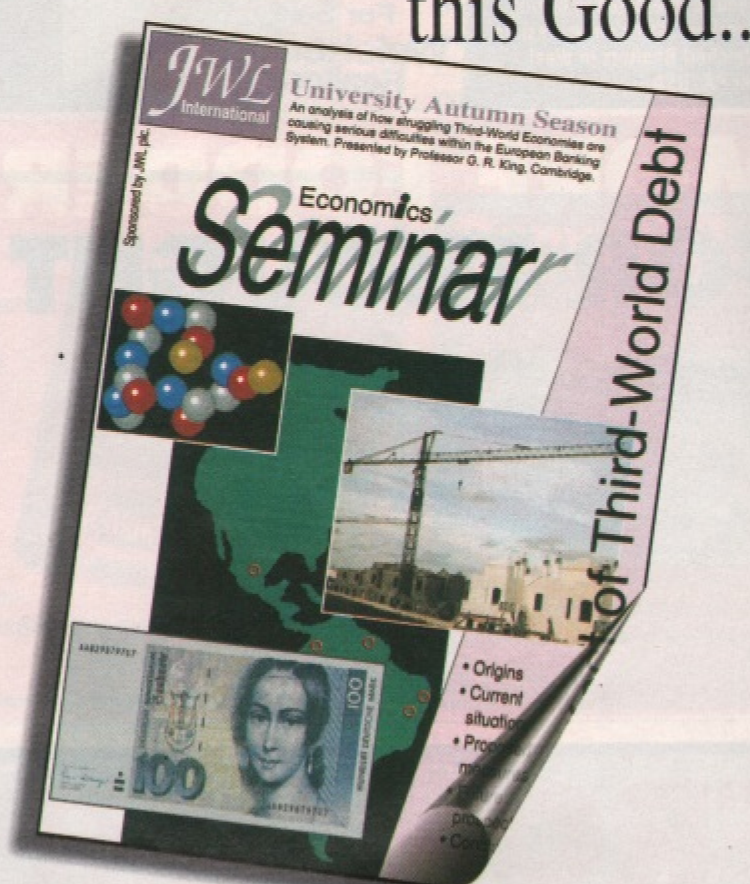
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please include your postcode

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COMMODORE USA UP FOR GRABS



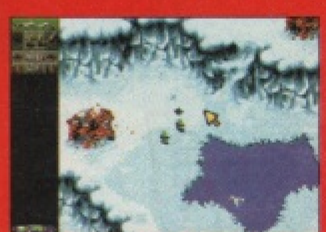


Commodore's premises in West Chester, USA is up for sale. The property sale is being dealt with by a West Chester property company, Weichert Realtors.

The offices were until recently a central cog in Commodore's world wide empire. Now, however, they have joined Commodore Australia and France and have been shut down as part of the firm's global rationalisation.

If you're interested in buying some serious stateside real estate call Weichert Realtors in West Chester PA. USA.

MORE FODDER FOR THOUGHT



News just in: Virgin Interactive Entertainment have confirmed that those smashing types at *Sensible Soccer* will in fact be producing a sequel to their best selling *Cannon Fodder*. Details are completely without substance at the moment, but the likelihood is that it will be more violent, more gory and more tricky and puzzle-like than the first one. The game, which has yet to receive a full title, will be available at the end of this year, and doubtless all you war loving types out there will snap it up. We'll have more information in the next month or two. Call Virgin on 081-960 2255.

FRONTIER PLAYERS GUIDE

Bruce Smith Books re-enter the games arena in the next month with the release of a book that will solve all your gaming problems. *The Secrets Of Frontier* is the tome that no self respecting *Elite 2* player should be without, and delves deep into David Braben's 100,000 seller, covering every aspect from what sort of lifestyle to lead through to the different ships and how best to equip them, plus a few tips for avoiding the police, smuggling, combat and all those other things that have been bothering you since you loaded it at the end of last year. The price is yet to be confirmed, but whatever it costs, it should help you get to sleep at a reasonable hour from now on. Call Bruce Smith Books on 0923 894355.



THE MODULATORS

If you're one of those unfortunate souls whose Amiga modulator (the bit that converts the Amiga video signal into a TV signal) has broken then Amitek have got the product for you. The growing Amiga peripheral developer have designed a replacement modulator for Amigas. A spokesman from Amitek said yesterday "it's compact and plugs into the RGB socket".

The Amitek modulator is available from Silica on 081-309 1111, price: £34 including VAT.



400 dots for £500!

The Ricoh LP1200 laser printer has been reduced in price, bringing it down to under £500 – £499 excluding VAT, to be precise. The Ricoh LP1200 was the first laser printer to offer upgradable firmware, allowing you to upgrade the page description languages (PCL/5) as new versions were announced.

The LP1200 has resolutions of 400dpi, 2Mb of on-board RAM and a quoted print speed of six pages/minute. It also has HP Laserjet Series III, Epson FX-850 and IBM Proprinter emulation.

A source for Silica, the printer's main supplier, said: "The superior text and graphic capabilities of laser printers are now within reach of more users."

The Ricoh LP1200 laser printer has a price of £499 excluding VAT, and is available from Silica, tel: 081-309 1111.

COMPUSERVE GOES TO THE FLICKS

Compuserve have created waves for netsurfers this month. In the increasing war to see who can offer more services via the digital highway Compuserve have raced ahead of their competitors and introduced book, film and theatre reviews plus a book-searching facility.

On Compuserve you can now find 500 word reviews of the top ten films in the UK, 400 and 500 word reviews of the ten best selling books and reviews of the top 20 theatre shows in London. You can also search for books in print by subject, title, author and print status.

Compuserve now has a whopping 2 million members world wide, with 45,000 in the UK. To join Compuserve call them on 0800 289378.

FIRST GO LIVE

First Computer Centre have launched a bulletin board service. Similar to services provided by a few other dealers, this BBS will include technical support, product details, PD and shareware products and software drivers. The BBS can be reached on 0532 637988.

BRUTAL SPORTS SOCCER

This arrived just too late to make our review section this month, but we thought we would tell you about it anyway. *Brutal Sports Soccer* is the follow up to the Millennium smash *Brutal Sports Football*, and takes the theme of a violent ball game that little bit further. Viewed from above along an isometrically scrolling pitch, there are more heads being removed, more weapons being drawn and more goals being scored than the previous incarnation, and those are only some of the good bits. The game has been coded yet again by Teque London, and Teque's Tony Love thinks it's the greatest thing since sliced bread. For more information, call Millennium on 0223 844894

MORE FOR YOUR MONEY

Empire Software, the people who keep bringing you the best compilations around, have come up with a collection of soccer titles that will have armchair footballers drooling into their scarves. In World Cup Year '94, they've drawn together in one box the best soccer games ever released. For management buffs, there's *Championship Manager 93/94*, generally regarded as one of the best management titles around, but it's the arcade soccer fans who are really in for a treat. How's this for a line up: *Sensible Soccer, Dino Dini's Goal!* and *Striker!* If that doesn't get you excited, nothing will, and what's more, this little lot will only set you back a paltry £29.99! For more information, call Empire on 081 343 7337.

NEW C COMPILER

A new version of Dice, a very popular shareware C programming language compiler, has been released and launched as a full commercial product. Dice has long been favoured by developers as it provided a secure, high quality programming environment. Now, with the release of Dice 3.0 it is a full programming and development suite.

Everything you'll need to create C programs is supplied, including an editor, a MAKE utility, source level debugger, profiler, assembler and libraries. Included files cover all revisions of the operating system from AmigaDos 1.3 to 3.0. On-line help is also built-in.

Dice costs $150 for new users, student discounts are also available. Contact Obvious Implementations Corp, 0101 919 859 7407.

SOFTWOOD GOES DIRECT

SoftWood Products have thrown down the gauntlet to their competitors this month. In a move sure to create a reaction, they've introduced a full money-back offer, cut prices and set up a direct sales team.

Their products will still be available through dealers, but you'll now also be able to order them directly from the manufacturer. SoftWood made the decision to go direct because "a significant proportion" of their users had "difficulties in locating a stockist in their area".

SoftWood have also cut prices of their word processors. The price cuts come as a result of both increased sales, and savings made by going direct. *Final Writer* now costs £74.95, whilst *Final Copy II* is priced at £49.95.

They have also introduced a "No Risk Guarantee" offer. This basically means that if you buy a SoftWood product and are not completely happy with it, SoftWood will refund the money.

Similar no risk guarantee policies have been tried with various levels of success by numerous PC software vendors, but SoftWood are the first Amiga software developer to offer such an offer to UK Amiga users.

SoftWood are on 0773 512606



CU AMIGA READER OFFER

If you've read the review of *Montage* on page 120 of this issue, you'll no doubt be rushing off to buy yours now. But hold your horses! In a special offer Emerald Creative Technology are offering a whopping £50 off the normal price of Montage to CU AMIGA readers.

SAVE £50!

Simply mention CU AMIGA when ordering and Emerald will reduce the price by £50 to just a very reasonable £279.95, its normal price being £329.95. Emerald Creative Technology can be contacted by calling 081-715 8866, or writing to them (don't forget to mention CU AMIGA) at Rapid House, 54 Wandle Bank, London SW19 1DW.



ORGANISED COPYRIGHT

On the coverdisk of the November 1992 issue of CU AMIGA we published a personal organiser utility called Organised. At the time we neglected to mention that the copyright in *Organised* belongs to Mr. Simon Kain of "Joanville", Gwespyr Hill, Gwespyr, Nr Holywell, Clwyd CH8 9JS. *Organised* is not, and has never been in the public domain and thus it should be understood that Mr. Kain's permission has to be obtained before any copies are made of the program.

JUST IMAGINE

The popular 3D modelling software *Imagine* has been upgraded and now has a UK supplier. Version 3 will be available from Emerald Creative by the time you read this. Version 3 is faster, and has numerous new features including the ability render just parts of an image, a latticeize command, depth of field processing for true photorealistic images, improved anti alias control, clone facilities, unlimited textures and image maps.

Imagine 3 will be have a price of £89.95 (plus £3.50 p&p) when upgrading from most other Amiga 3D rendering programs. Emerald are on 081 715 8866.

Bump N Burn



Good news for *Bump and Burn* fans which got massive 87% (page 88) – A1200 and CD32 specific versions of the game will be coming soon. Page 39 – for more details on the CD32 version.



you know it's...

International action at its dazzling best. The atmosphere is electric as the stage is set for the World's best players to display their awesome skills. **KICK OFF 3** is a game for the true soccer fan. Top footballing Nations from 5 continents battle for soccer's biggest prize - The World Cup. Thrill to the **one touch football** of the South Americans, the **power play** of the North Europeans and the skillful yet eccentric African nations. Stamp your authority on the match using the key players within the team. Each country has its own style play dependent on the way these players are used. Be sure to play to your team's strengths. Use



AMIGA

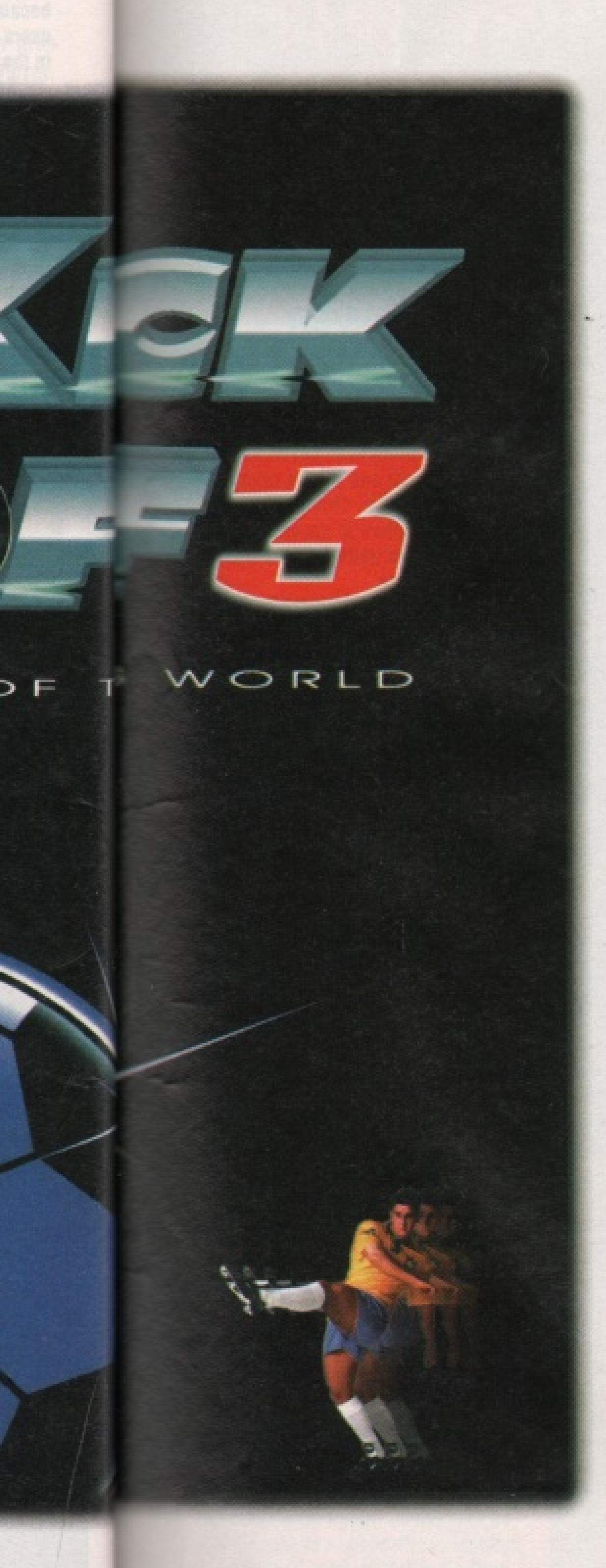
PC COMPATIBLES



CD32 PC & COMPATIBLES PC CD ROM







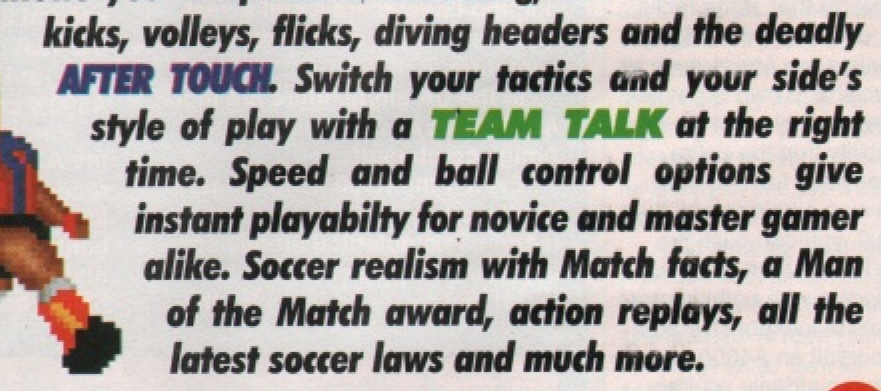
the Brazilian **Playmakers** to split the opposition with pinpoint passes or the German **Sweeper** to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch **Wingers**.



PC COMPATIBLES

KICK OFF 3 is packed full of dynamic features that set it apart from any other football game.

Over 2000 frames of animation for smooth, fast flowing International action and multi directional pitch scrolling. Thirty different **SET PLAYS** for corners and free kicks give the most dramatic dead ball situations ever. A practice mode allows you to specialise dribbling, overhead kicks, volleys, flicks, diving headers and the deadly **AFTER TOUCH**. Switch your tactics and your side's style of play with a **TEAM TALK** at the right time. Speed and ball control options give instant playabilty for novice and master gamer alike. Soccer realism with Match facts, a Man of the Match award, action replays, all the latest soccer laws and much more.





AMIGA 500/600/1200

Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292518 Fax: 0322 293422



EXPAND & DELIVER

If you want to see what an Amiga is really capable of you need to expand it. Matthew Barnett makes things easier for you by taking an informed look at the options available.

By their very nature, Amigas are possibly the most capable and power-packed home computers you could possibly buy. After all, what other type of computer can word process, ray trace, tickle the ivories and manipulate sound and vision without the need for additional hardware? PC compatibles may be getting pretty powerful these days, but even then you'd need a VESA graphics card, a sound card (plus speakers!), an enormous hard drive and stacks of memory to get them to perform the same tricks as a basic 'off the shelf' Amiga!

What makes the Amiga such an exciting machine to own is not just the software available, but the level of expandability that the entire range of machines have to offer. Even if you own nothing more than a basic A600, you can push its capabilities further than you could possibly imagine with nothing more than a couple of inexpensive add-ons. Buy yourself an A4000 or even an A1200 and suddenly you're given some serious expansion possibilities: 24-bit video cards, accelerators, 32-bit RAM expansions and more video kit than you could care to think about!

So what sort of expansion devices are available? Well, all four of the 'common' Amigas (that's the A500, A600, A1200 and the A4000) offer the basic expansion options: hard drives, memory etc. Problem is, which products should you buy? With so many options available, it's no wonder that many find the task of buying an upgrade almost impossible. Well rest easy, we've combed the market to bring you a shopping list of what we consider to be the best products in their class, grouped according to each machine. Now all you need is a fat piggy bank.

A500

Although both the A500 and the A500 Plus (essentially an A500 with Workbench 2.0 and ECS) have long since ceased rolling off the Commodore production lines, there's still a vast number of them out there in home computer land.

In the UK alone, there are more A500s than all the other types of Amiga combined!

Even if the A500 is no longer the flavour of the day, developers recognise a potential money spinner when they see one and as a result, hardware add-ons for the A500 continue to arrive thick and fast. In fact, apart from the A4000, the A500 is possibly the most expandable Amiga available. Although it may lack the AGA chip set and 32-bit design of the A1200, the vast range of add-ons available for the machine ensure the A500's continuing success.

You can also partially update the A500, and equip it with more recent versions of the Workbench and Kickstart. To upgrade an A500 contact your local dealer or reputable distrubutors like Trilogic, Silica, or Gordon Harwoods.

Looking fora low cost CD-ROMN drive? The A570 can't be beaten.

PEDAL POWER

Just like the A600, the A500 is based around the 68000 processor, a 16-bit chip running at a respectable 7.14 MHz. Although the 68000 has served the Amiga range for more than seven years, times have changed and it isn't really the superchip it used to be. Thankfully, the A500 is more receptive to accelerators than most machines and there's a wide range to choose from.

Considering the age of the machine, you'd be surprised by the range of cards available for the A500, from Supra's cheap and cheerful £130 28MHz 68000 upgrade, to 68030 and even 68040-based accelerators, there's a card out there to suit every taste. Our personal favourite has to be GVP's A530 (£299) which is actually three expansions in one box. Connecting to the A500's 86-pin bus connector, the unit offers a 40 MHz 68030, a fast SCSI hard drive and true 32-bit RAM expansion (32-bit accelerators need 32-bit RAM), the A530 is possibly the answer to every A500s expansion needs. If you're in the market for at least two of these upgrades, then get your hands on an A530!

HARD TIMES AHEAD

Back when the A500 was first launched, hard drives were a luxury enjoyed only by very rich Amiga users, but these days they're old hat. What's more, A500 hard drives are so cheap now that you've sometimes got to wonder if Amiga hardware manufacturers will eventually end up giving them away!

Unlike the IDE hard drives used in the rest of the Amiga range, most A500 hard drives are based around the SCSI standard, which is generally regarded as being better than IDE. The A500 lacks the built-in IDE hard drive interface offered by the rest of the Amiga range. As any techie will tell you, however, this is no great loss, SCSI is faster than IDE and more flexible.

If you're in the market for a hard drive, look no further than GVP's A500 HD8+ which is available with a 120 Mb SCSI drive for just £299 from Silica Systems. In just about every comparative review published over the last five years or so, the HD8+ has come out tops time and time again. It also offers RAM expansion up to 8Mb using standard SIMM modules.

The A500 is still the only Amiga to offer an official CD-ROM upgrade (the A1200 drive isn't due until September). Although it won't allow you to run any of the new breed of CD32 CD-ROM-based games, Commodore's A570 will allow you to launch your A500 right into the CD era with a bang. There's not really a great deal of Amiga CD-ROM software available but it's still worth buying an A570 simply to get your hands on the Almathera range of CD-ROMs (especially CDPD III which contains every single Fred Fish public domain disk to date!). The great thing about the A570 is the price. Silica, for example, sell them for just £99!

For A500 power peripherals you can't beat the A530.

EXPANDING the A600

There are several ways to expand the A600.

The A600 may not have proved to be the mass market success that Commodore really wanted (or needed), but it sold in respectable enough numbers nonetheless. Offering pretty much the same level of computing power as a basic A500 Plus (1Mb of chip RAM, ECS etc), the A600 is still a respectably powerful machine, especially for beginners.

One area which has proven to be the A600's bugbear is undoubtedly its expansion capabilities (or lack of them). Although Commodore provided the machine with virtually the same expansion slots as an A1200 (although the trapdoor slots are very much different), Amiga hardware developers never really got that excited about the poor old A600. The A600 will accept only three types of RAM expansion – a 1Mb trapdoor card (which doubles the chip RAM to 2Mb) and either a 2Mb or a 4Mb PCMCIA card. It doesn't take too much intelligence to calculate that this gives the A600 a maximum RAM capacity of 6Mb (2Mb of chip and 4Mb of Fast) which – to be honest – is more than enough for most applications. Adding a hard drive is thankfully a lot easier because of the A600s built in IDE hard drive controller which accepts the same drives as both the A1200 and the A4000. That's about as far as you can take the A600 without making use of 'generic' expansion devices such as sound samplers, digitisers and so on. Although this may sound rather basic, an unexpanded A600 isn't quite the underdog that many would make out. Any Amiga with 6Mb of RAM and a hard drive is still a 'porky' computer by anyone's standards. Lack of speed is probably the most serious problem for anyone using an A600 for serious applications. Without extra Chip RAM, the basic machine is slower than a 1Mb A500.

BREAD AND RAM

These days Amiga users are used to buying machines equipped with at least 2Mb, but A500 owners were never that lucky. Up until the release of the Workbench 2.0-based A500 Plus, the A500 came as standard with just 512k of 16-bit RAM. Expanding the A500's memory was, fortunately, very cheap. Even today, a basic 512k trapdoor memory expansion (which gave A500 owners 512k of chip and 512k of fast) can be picked up for as little as £15.

Trapdoor expansions come in two flavours, depending upon the type of A500 you own. If you have a basic A500 (ie. not a Plus) then you need a 512k board. For A500 Plus owners, however, a 1Mb trapdoor expansion is needed. Once you've connect a 1Mb trapdoor expansion to a Plus, however, the machine's chip RAM is instantly doubled from 1Mb to 2Mb – the same as that offered by both the A1200 and an A4000!

For really serious RAM expansion, however, you need to look elsewhere – to the A500's 86 pin 'Bus' connector, to be more precise. How much 'fast' memory you can add to your A500 depends (once again) on the type of A500 you have – a non-Plus machine can handle a total of 9Mb but a Plus can handle 10Mb. Either way, you can plug an expansion carrying 8Mb into the bus connector. By far the best bus connector expansion we've seen is the Power Computing board, offering solid construction and a hard drive through connector, at a good price.



A1200

Despite its relatively short life so far, hardware developers have been quick to capitalise on the A1200's power and the potential for expansion that it provides. Indeed, it's perfectly possible to expand the A1200 to such a level that it even beats the most powerful of all Amigas, the A4000/040. If you want to know how to transform your A1200 into a real powerhouse, read on...



One of our favourite A1200 RAM upgrades, the Blizzard card.

Although young, the A1200 is already very expandable.

SPEED FIEND

If you've grown used to the 68000 processor used by the older generation of 16-bit Amigas, the thought of a Motorola 68020 running at 14.2 MHz might seem like a dream come true. Try to use the A1200 for anything that is particularly math-intensive, however – ray tracing, for example, and you'll be left waiting.

A surprisingly large range of processor accelerator cards are available for the A1200, and it's now possible to have your A1200 run things faster than an A4000/040. However, before you spend the sort of megabucks needed for one of these babies (around £300 for a decent unit), you might want to see if a maths co-processor (correctly known as a Floating Point Unit) is actually the answer to your needs. If you do a lot of ray tracing, then an FPU would probably be a better bet. An FPU is simply a chip designed specifically to carry out complex calculations in a fraction of the time of your Amiga's processor.

The great thing about FPUs is that you don't need to buy a dedicated card to use one. Most A1200 RAM expansions provide a 'slot' for the fitment of an FPU. Two types of FPU are available: the 68881 and the faster 68882, both of which are available in a number »

» of speeds. There's little point in buying an FPU faster than 33 MHz as you'll find that the A1200 won't be able to feed the FPU data fast enough for the chip to run at its full speed.

If you really want to accelerate *every* aspect of your Amiga's operation, then an accelerator card may still be worth considering. The most common cards available for the A1200 are based around the Motorola 68030, the same chip that drives the A4000/030, although most use a much faster version of the chip (at least a 40MHz chip as opposed to the 25MHz chip in the A4000!). Check out the GVP A1230 Turbo+ (£249) which is available from Silica Systems, or the amazing new Blizzard 1230-II from Gordon Harwoods, tel: 0773 521175(see review next issue).


The GVP A1230 II. Unbelievable performance for your A1200.


(Below)An IDE hard drive – one of the many hard drive options for modern Amigas.

HARD DRIVE HEAVEN

Fitting a hard drive to the A1200 will totally transform the machine. Not only will Workbench always be 'on tap', but everything seems to run so much smoother as a result.

Thankfully, the A1200 is a machine that was designed from the start to be hard disk-based. As a result, Commodore have built in the same IDE drive electronics that can be found inside the A600. What this essentially means is that, unlike the A500, you can actually install a hard drive inside your A1200.

Buying a hard drive for the A1200 shouldn't be too much of a problem, most of the advertisers in CU AMIGA offer a wide range of drive sizes starting from 20Mb and rising to gigabytes (hundreds of megabytes), so what size you buy is entirely up to you.

Once you've got your drive, you need to get it installed by an experienced (and Commodore approved!) electrical engineer. Although more technical users would probably find the process of installing a hard drive easy enough, it's best to entrust the job to a Commodore-approved service centre just to keep your warranty intact.

MEMORY MATTERS

When the A1200 was first released in October 1992, it was the first Amiga to offer more than 1Mb of memory as standard. Although many originally believed that the A1200's 2Mb of memory would be more than enough for most users, it didn't take long to realise that the greater demands of the A1200's AGA chip set and Workbench 3.0 virtually cancelled out the benefits of all that lovely RAM.

Thankfully, third-party developers were quick to jump onto the A1200 memory board bandwagon. A1200 memory expansions come in three different forms: PCMCIA cards, dedicated RAM cards and so-called 'combo' cards that give you not only extra memory but anything from a processor accelerator to a SCSI-II controller. Although you may be tempted to buy a PCMCIA card, don't.

PCMCIA cards use 16-bit RAM. Although suitable for an A600, these actually slow down your A1200 (don't forget that the A1200 is a 32-bit machine).

A much better bet for the A1200 is either a dedicated RAM expansion or a 'combo' card, both of which connect to the A1200's trapdoor expansion slot and make full use of true 32-bit RAM chips. This is very important as it means that the RAM can pass information to the A1200 in true 32-bit chunks, therefore keeping up the speed of your machine. Believe it or not, adding a 32-bit expansion to your A1200 doubles the machine's speed!

Unless you're after a combo card, the best A1200 RAM expansion (in my book at least!) is the Blizzard A1220/4 card which is available from Gordon Harwood Computers. The basic model comes with 4Mb of RAM, provision for a maths co-processor and costs just £219. Also worth a look is Power Computing's A1208 card which offers very similar features starting at £79.



Credit card sized upgrades are now available for the A600 and A1200

A4000

Commodore's A4000 is already a powerhouse computer so why would anyone possibly want to expand it still further? Well, the answer is simple; to squeeze even more power from the machine! What's more, the A4000 is the perfect machine for handling expansions thanks to its PC-like 'big box' design (recently updated to a 'Tower' layout) that allows the machine to accommodate a whole range of expansions held on plug-in cards.

The A4000 already comes with a fairly respectable amount of memory – most Amiga dealers now sell the A4000/030 with 4Mb (of which 2Mb is chip) and the A4000/040 with 6Mb – but both machines can be expanded to a maximum of 16 Mb on their motherboard using standard SIMM modules. Plug in an additional RAM board and you can push your A4000 still further - right up to 128Mb, if you feel the need, with prices ranging from reasonable to extravagant.

STORAGE OPTIONS

All A4000s already come as standard with some form of hard drive option: either an 80Mb or 120Mb IDE drive on the A4000/030, or a 240Mb IDE drive on the flashy A4000/040. If these drives still aren't large enough for your particular needs (say, for example, you run a BBS), there are a number of other storage options available. The simplest method of extending the amount of hard disk space available is simply to plug an additional, internal, IDE drive into your machine. The IDE drive controller supports two separate hard disk units so there's no reason why you can't have both on-line at the same time. What's more, IDE drives are now reasonably cheap (£150 - £1000), and if you are using your machine professionally, high price, high capacity drives will soon pay back.

IDE does have its failings, however. Possibly the main problem with it is its operational speed (or lack of it). If you want a truly fast hard drive, you may want to consider fitting a SCSI controller to your machineor, better still, a faster SCSI II controller and hard drive. SCSI is a far more flexible expansion system as it allows up to seven devices to be connected in a daisy chain. SCSI II, although expensive, is without doubt the fastest hard drive standard you could possibly fit to your machine. Any standard A2000 SCSI interface will work with your A4000, but if you want a SCSI II controller, then you'll have to go for the DKB 4091 (£299) which is available from Power Computing.

BEYOND AGA

There is a plethora of high-quality video and graphics cards available for the A4000 series. Although many eventually filter down to the cheaper Amigas, there's very little chance of high end cards such as GVP's IV24 (£749) appearing on an A1200.

One of the main reasons for the A4000's dominance of the video cards market is its special 'video slot' which makes the machine ideal for high end graphics work. Most true colour video cards use this slot simply because it provides direct access to the Amiga's video hardware. True colour cards take the A4000 above and beyond even the impressive AGA chip set by increasing both the resolution and the maximum number of colours that can be displayed on screen at once. And, thanks to the custom video processors built into these cards, working with such memory-intensive images is often a lot faster too.

A large range of graphics cards are available for the A4000, but my personal favourite has to be Centaur's OpalVision which can be picked up for as little as £350 these days. What makes the OpalVision card so special is not its great hardware (although this is still very impressive) but the great range of software bundled with the card, including Centaur's own 24-bit paint program, *OpalPaint*. OpalVision is possibly one of the most expandable 24-bit cards too – Centaur have already announced a range of add-ons which will bring the card into competition with NewTek's infamous VideoToaster.

which COMPUTER?

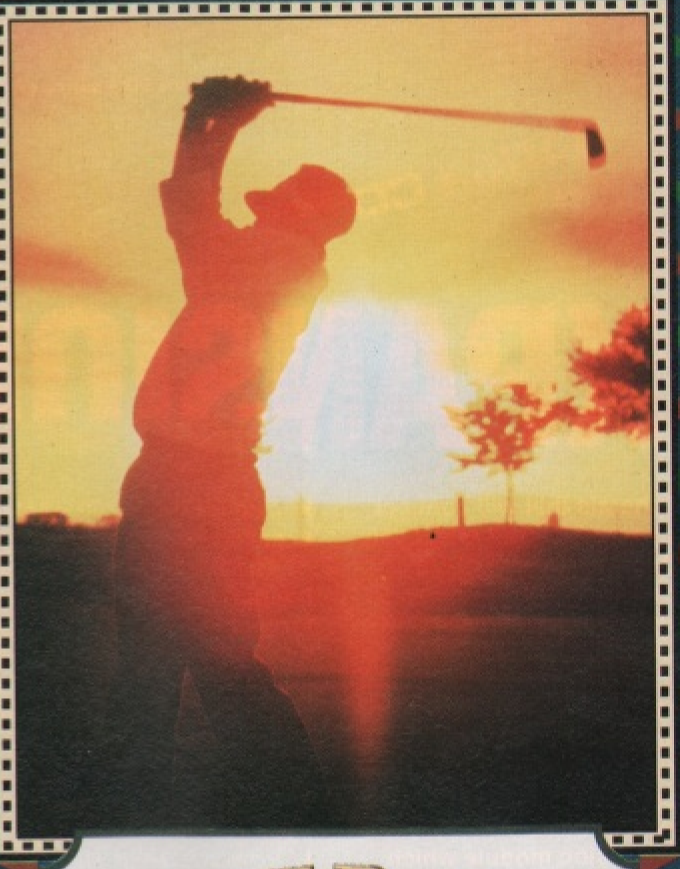

The most expandable Amiga available. Ladies and gentlemen, the A4000.

AMIGA GOLD FORMAT

The greatest international team match in golf



Experience the thrill of playing in the world's premier golfing event. You must get every detail spot-on to keep up with the calibre of players you'll be going round with.

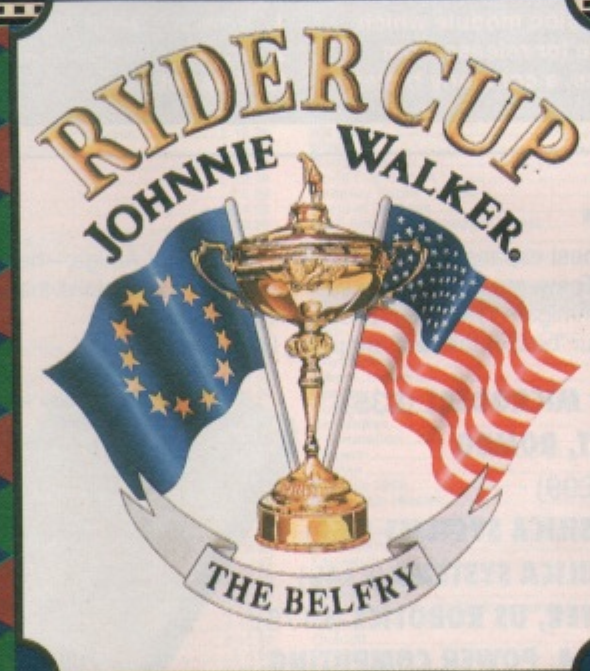




Ryder Cup Golf leaves nothing out. It gives you the chance to analyse every course, every hole and every shot.



The incredible detailol the courses themselves add to the feeling of actually being out on the course, being one of the team and taking part in one of the sport's greatest events.





The mechanics of the swings from the tee to green have been intricately studied and replicated to make the game as close as possible to the real thing.



Ryder Cup Golf plays with startling speed and detail so real you can almost smell the grass.

In 1926, at Wentworth, England, a match took place between two teams of professional golfers from the USA and GREAT BRITAIN.
The result was a convincing win for the British. The match was the brainchild of two men; Walter Hagen - an American golfing legend - and Samuel Ryder, a wealthy English businessman.
The competition took place under the rules of the PGA, and the winning team received a trophy, kindly donated by Samuel Ryder.
This was the beginning of the Ryder Cup.



Compete with the professionals on the prestigious Belfry course or try your clubs on any of the other three courses.

AMIGA 500, 600
AMIGA A1200
IBM PC & COMPATIBLES



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Yes, even the CD32 can be expanded.

CD32 EXPANSION

An expandable games console? Okay, so it sounds like a pretty strange idea but you'd better believe it – unlike Nintendo and Sega consoles, Commodore's CD32 can be expanded above and beyond its basic configuration.

Looking at the rear of the CD32, you've probably already noticed that elusive little hatch that doesn't actually seem to be serving any useful purpose. Commodore and third-party developers plan a whole range of peripherals that will connect to this port which will effectively keep the CD32 'future proof'.

In the meantime, however, the only expansion device that takes advantage of this port is the acclaimed 'FMV' module (£199) that transforms your CD32 into a fully featured Video-CD player.

Possibly the most exciting prospect for CD32 owners is the SX-1 expansion module which is soon due for release from MicroBotics, a company better known for its A1200 RAM expansions.

The SX-1 gives your CD32 all the ports it needs to be transformed into a fully fledged A1200 clone – all you need to buy is a disk drive and an A4000 keyboard and you're set up straight away.

Once fitted, your CD32 will be able to run productivity packages such as *Brilliance*, *Wordworth 3* and *Deluxe Music 2*. No price has been announced for this yet.

BEST OF THE REST...

Throughout this article you'll find descriptions of the best expansions for each different type of Amiga – hard drives for the A500, accelerators for the A1200 and so on. There are, however, a vast number of expansions that can best be termed 'generic' - that is, they can be used on all Amigas. We thought you'd still like to know what to look for amongst these products, so here's our 'best of the rest' shopping list...

Best Sound Sampler: **MEGALOSOUND, MICRODEAL** (£35)
Best Video Digitiser: **VIDIAMIGA 12RT, ROMBO PRODUCTIONS** (£99)
Best Disk Drive: **AMITEK DRIVE, SILICA SYSTEMS** (£59)
Best Genlock: **ROCGEN PLUS, SILICA SYSTEMS** (£149)
Best Modem: **14,400 SPORTSTER, US ROBOTICS** (£175)
Best Hand Scanner: **POWERSCANNER 4, POWER COMPUTING** (£239)
Best Inkjet Printer: **CANON BJ.200, CANON (UK)** (£249)

One of the better drives around – the Amitek disk drive.

AMIGA TECH SPECS

Here's a brief run-down of the basic spec and expandability of each of the popular Amigas.

MODEL	SPEED	RAM	MAX RAM	HARD DRIVE	INTERNAL/ EXTERNAL	SIZE
A500	7.14MHz	512K	9Mb	Yes	EXTERNAL	20Mb-1Gigabyte
A500 Plus	7.14MHz	1Mb	10Mb	Yes	EXTERNAL	20Mb-1Gigabyte
A600	7.14MHz	1Mb	10Mb	Yes	INTERNAL	20-120Mb
A1200	14.2MHz	2Mb	10Mb	Yes	BOTH	60Mb-340Mb
A4000/030	25MHz	4Mb	128+Mb	Yes	INTERNAL	80-1MbGigabyte
A4000/040	25MHz	6Mb	128+Mb	Yes	INTERNAL	80Mb-1Gigabyte

JARGON BUSTERS

- ECS: Enhanced Chip Set. A development on the original Amiga graphics chipset, found in the A500 Plus and A600. The extra resolutions that ECS supported are included in the AGA chipset found in subsequent Amigas.
- SCSI: An abbreviation for Small Computer System Interface. Adding a SCSI interface to your Amiga will let you add numerous different types of peripheral to it – including hard drives, scanners, digitizers and CD-ROM drives. SCSI interfaces are generally used for connecting hard drives in preference to IDE, as they are faster and more expandable, although more expensive. Several A1200 processor accelerator cards (GVP and Blizzard) include an option to add SCSI Interfaces giving powerful expansion capability.
- IDE: A low cost hard drive interface technology. Simple in concept and design, IDE interfaces allow you to connect a maximum of two hard drives (SCSI allows seven) and provides reasonable, although not outstanding transfer speeds. IDE interfaces are now built in on all Amigas.
- PCMCIA: Personal Computer Memory Card Interface Association. An interface type allowing peripherals of roughly credit card dimensions to be plugged in. Both the A600 and A1200 have PCMCIA interfaces. On PCs PCMCIA peripherals include network cards, modems, hard drives and more. On the Amiga, however, PCMCIA peripherals are so far limited to just memory upgrades, although network cards should appear shortly.
- FPU: Floating Point Unit. A special chip dedicated to carrying out calculations on floating point numbers. Because it's dedicated to doing nothing but calculating FPs it can work out the results far quicker than the normal Amiga processor. Adding an FPU will speed up any program which carries out lots of these calculations (eg ray tracing).
- SIMM: An abbreviation for Single In-Line Memory Module. A type of memory upgrade where the extra memory is held on a rectangular slice of circuit board with a connector. SIMM modules can be easily fitted by simply clipping them into SIMM sockets. Many RAM expansion now have SIMM sockets, allowing you to easily plug in more RAM when needed.
- BIG BOX AMIGA: An expression used to describe Amigas such as the A1500, A2000, A3000 and A4000, ie Amigas with large cases. Big box Amigas can be easily expanded internally, and can take advantage of a wealth of professional boards that connect to the "Zorro" expansion slots.

NEXT MONTH

CU AMIGA continues on the upgrade path with a rundown of the sort of cash you'll need to spend to optimise your machine for different applications. We've given Matthew Barnet, Andy Leaning and Tony Horgan budgets ranging from miserly, through Christmas cash, to Royal mint proportions in an effort to get good value for the magazine's Amigas. See what happens in a month's time.

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Civilization	£ 26.99
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Gunship 2000	£ 22.99
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James Pond 2 Robocod	£ 11.99
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TFX *	CALL
Trolls	£ 9.99
UFO : Enemy Unknown	£ 24.99
Zool	£ 14.99
Zool 2	£ 17.99

CD32

Title	Price
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Alien Breed 2 *	£ 19.99
Brutal Soccer *	£ 19.99
Brutal Sports football	£ 19.99
Bubba N Stix	£ 19.99
Castles 2	£ 19.99
Chaos Engine	£ 19.99
Chuck Rock	£ 10.99
Chuck Rock 2 Son of Chuck	£ 19.99
D Generation	£ 15.99
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Speedball 2 *	CALL
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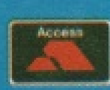
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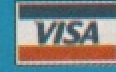
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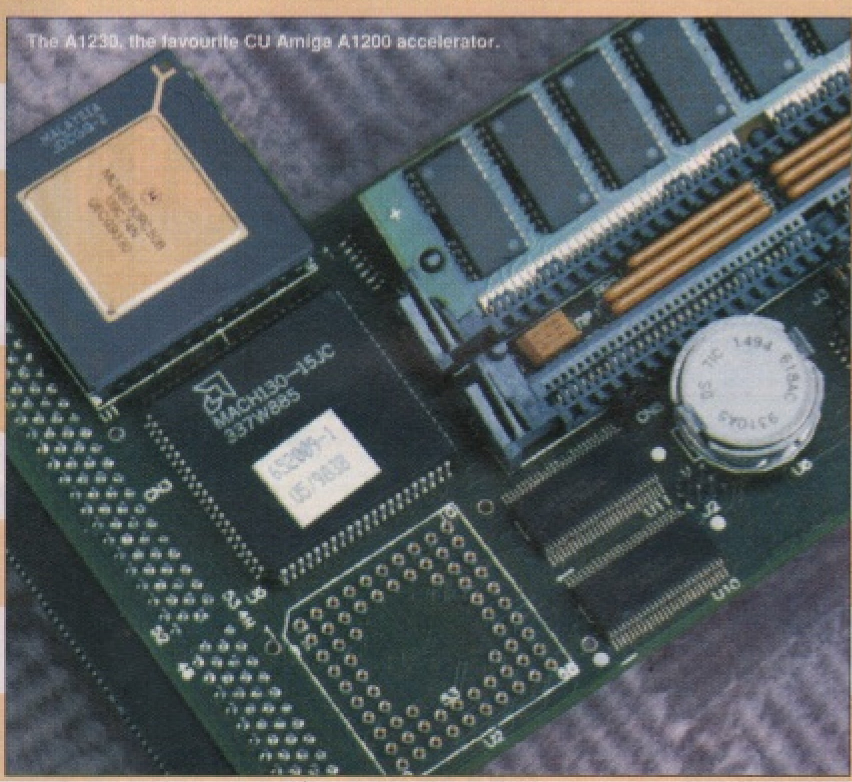
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product compendium

It has been said that the rate of new product development for the Amiga has slowed down. Not if you look at the amount of gear we've reviewed in the last twelve months! As part of our upgrade feature we list all the major products featured in the magazine, including the best CD32 games.

PRODUCTS REVIEWED AND RATED 1993-94


The A1230, the favourite CU Amiga A1200 accelerator.

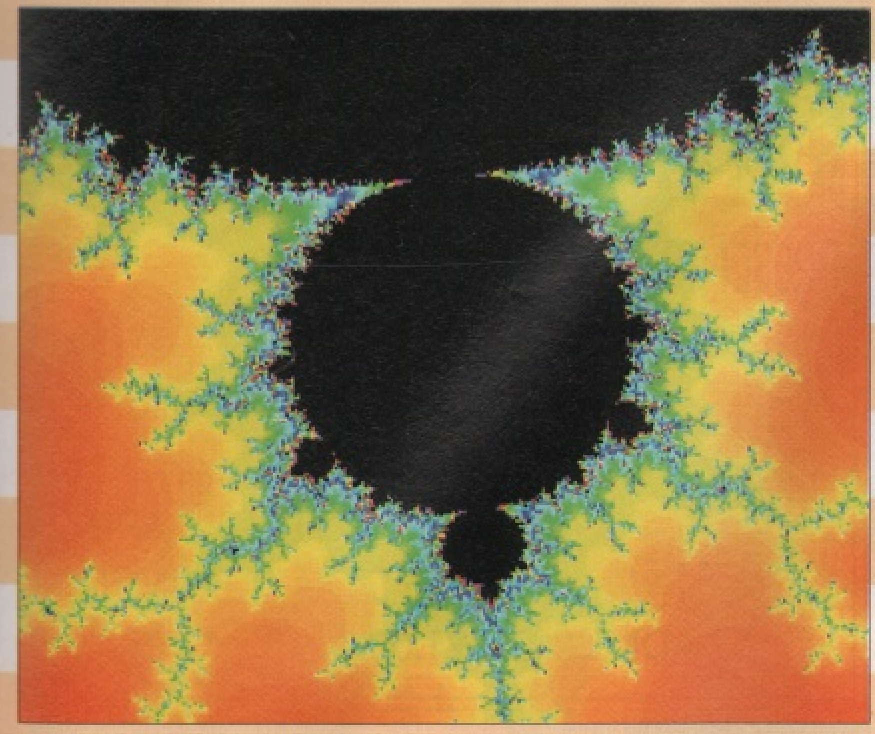
UPGRADES/SMALL PERIPHERALS

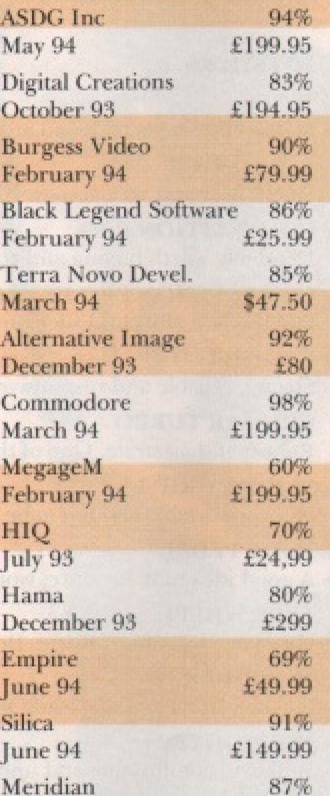
Product	Company / Issue	Rating / Price
A1200 PRIMA CLOCK Adequate battery backed up clock.	First Choice July 93	80% £17.99
A1208 RAM BOARD System-friendly RAM Accelerator board.	Power Computing January 94	89% £69.95
A1230 TURBO PLUS PERFORMANCE SERIES 2 Impeccable product for sampling and digitising.	GVP February 94	97% £249
ALFA DATA HAND SCANNER A most desirable A1200 hand scanner.	Alfa Data October 93	87% £299
ALFASCAN 800 For VFM the best grey scale scanner available.	Alfadata May 94	84% £99.95
AMIGA SMART CARD Boost your A1200 or 600 by 2MB.	Indi Direct Mail January 94	79% £119.99
AMITEK DRIVE Excellent disk drive performance at a good price.	Silica Systems May 94	90% £59.00
AMITEK HAWK Disappointing A1200 accelerator card.	Silica June 94	70% £99-499
BLIZZARD 1200/4 Everything you could wish for in a RAM board.	Gordon Harwoods December 93	82% £179.95
BLIZZARD 1220 Stunning accelerator card for the A1200.	Gordon Harwoods June 94	92% £219.95-469
CSA 12-GAUGE Flexible gadget to increase A1200 expansion ports.	CSA November 93	96% £499
GVP A1291 Another cunning expansion port expander.	Silica Systems May 94	96% £79.95
INTERNAL XL DRIVE Greater file capacity and PC compatability.	Power Computing December 93	82% £75.95
LOLA 520 MODULATOR Nice and cheap with all the leads.	Lola Electronics October 93	80% £29.95
MITSUMI LU005S A welcome CD-ROM drive for A4000s.	Silica Systems May 94	80% £116.33
MEGACHIP 2 Extra chip RAM adds life to A500s.	Power Computing January 94	88% £159
MEGAMOUSE 400 Exceedingly proficient replacement Amiga mouse.	Golden Image October 93	88% £14.95
M1200XA BOARD Brilliant A1200 accelerator. Most powerful around.	Indi Direct May 93	88% £299
MIGRAPH COLOUR SCANNER Useful and compact scanning device.	Migraph August 93	88% £N/A
MOUSE 400 Light, smooth and responsive. Bit small.	Micropace July 93	80% £19.95
NCOMMAND PRO Smother running improvement on AMOS.	Oasis July	77% £N/A
OVERDRIVE 35 Very nippy hard drive.	Software Demon March 94	88% £299-699
POWERSCAN PROFESSIONAL Nice hand-held scanner, but slow to use.	Power Computing June 94	80% £119
POWER XL DRIVE Quiet, fast and an excellent high density drive.	Power Computing July 93	88% £129.95
SEAGATE 80MB IDE HARD DRIVE Slow, but cheap. Gets the job done.	Indi Direct January 94	78% £229.99
TANDEM CONTROLLER CARD Allows connection of most PC CD-ROMS.	Tandem April	90% £N/A
TURBOTECH A41200 Easy to fit A1200 memory upgrade.	Siren Software November 93	73% £169.99

ART & VIDEO PRODUCTS


The impressive Brilliance print package.

Product	Company / Issue	Rating / Price
ADORAGE 2 Not very special, but cheap and contains good effects.	BCVV December 93	77% £49.95
ALADDIN 4D Good image quality, but difficult to use.	Adspec Prog February 94	75% £213.99
ALTERNATIVE 3D TEXTURES Realistic colour 3D images.	Alternative Image Prod. January 94	80% £40



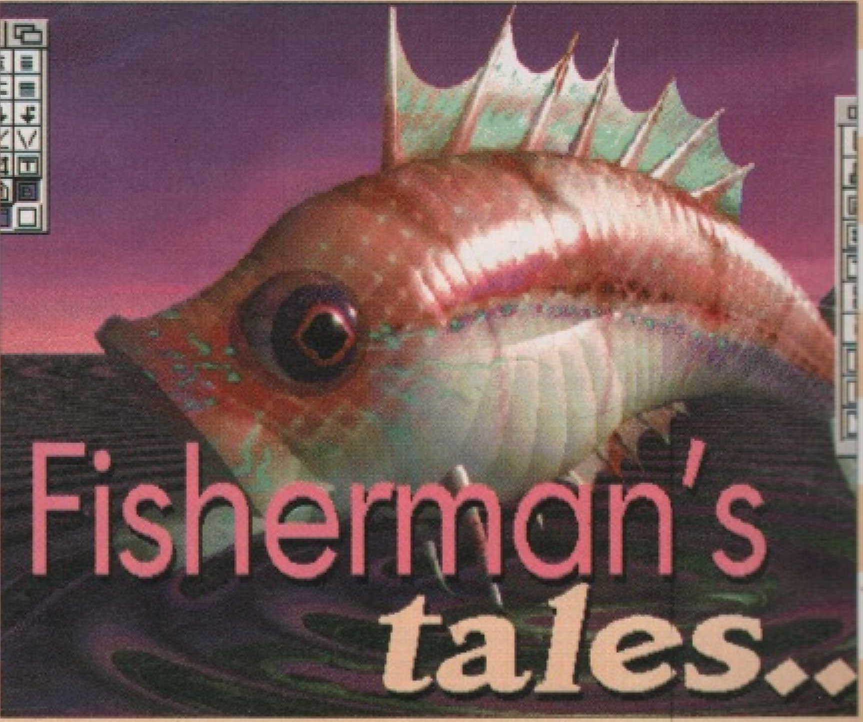


Product	Comment	Company	Reviewed	Score	Price
ART DEPARTMENT PRO 2.5	Tops for real image processing power.	ASDG Inc	May 94	94%	£199.95
BRILLIANCE	New king of the art pack. Hefty price though.	Digital Creations	October 93	83%	£194.95
CLARISSA	Super Smooth animation package. Top results.	Burgess Video	February 94	90%	£79.99
CRAFT	For AMOS users, too good to miss.	Black Legend Software	February 94	86%	£25.99
DESIGN OBJECTS VOLUME 1	Keeps you busy and highly recommended.	Terra Novo Devel.	March 94	85%	$47.50
ESSENCE 1 AND 3	Fantastic 3D ray tracing product.	Alternative Image	December 93	92%	£80
FMV CARTRIDGE	The most important CD32 release yet.	Commodore	March 94	98%	£199.95
FRACTAL PRO 6	Expensive fractal generator.	MegageM	February 94	60%	£199.95
FRACTUALITY 2	Basic fractal producing kit for the interested!	HIQ	July 93	70%	£24,99
HAMA GENLOCK 292	Desirable, compact and value for money.	Hama	December 93	80%	£299
HANNA BARBERA ANIMATION STUDIO	Great for kids, otherwise limited.	Empire	June 94	69%	£49.99
IMAGE FX	Graphic package to rival the PC or Mac.	Silica	June 94	91%	£149.99
MULTIFRAME FOR ADPRO	Neat program with hidden strengths.	Meridian	May 94	87%	£99.95
OBJECT EDITOR JUNIOR	Serious competition to the expensive Pix Pro.	BVCC	January 94	91%	£TBA
PERSONAL PAINT 2.1	Good value and companion to DPaint.	Micropace	September 93	84%	£59.95
PICASSO 2	Perfect for graphics and DTP work.	Micropace	December 93	92%	£299.95
PIXEL 3D PROFESSIONAL	Extremely useful 3D rendering tool.	Alternative Image	December 93	85%	£200
PRO DRAW 3.0	Far and away the best choice for vector graphics.	Gold Disk	July 93	90%	£129.95
RAINBOW BOARD	Ideal for graphics challenging for programmers.	Chartscreen	November 93	88%	£1699
RETINA UPDATE	Essential for A2000 stalwarts and artists.	Amiga Centre Scotland	September 93	92%	£345
SCAPE MAKER	Should be top of every Vista users list.	MegageM	January 94	80%	$24
SCENERY ANIMATOR 4	Beautiful results are worth the wait.	First Computer Centre	November 93	83%	£67.99
SMARTY PAINTS	Fun, plain and simple.	Chroma Comp. Images	April 94	81%	£28.00
TV PAINT 2	Professional level graphics program – brilliant.	Amiga Centre Scotland	March 94	91%	£249.99
VISTA PRO LITE	A cut down Vista Pro 3 for 2Mb Owners.	Meridian	May 94	88%	£59.95
VISTA PRO 3	Truly amazing computer generated landscapes.	Meridian		90%	£69.99
VIDEO FRAME MACHINE	A frame store, grabber and genlock. Marvellous.	HIQ	September 93	93%	£699.
V-LAB Y/C	Simply the best video digitiser around.	Macrosystem	August 93	94%	£381
VIDEO STAGE PRO	Ideal for all your video and titling needs.	Oxxi-Aegis	November 93	82%	£N/A
VIDEOMASTER	Brilliant and fun digitiser. Easy to use.	Videomaster	March 94	90%	£79.95/69.95/119.95
VIDI 12/24 RT	Exceptional value. Try 12-bit version first.	Rombo	January 94	91%	£199.99/299.99

SOUND AND AUDIO PRODUCTS

Product	Comment	Company	Reviewed	Score	Price
BARS AND PIPES	Breathes new life into music. The best available.	Meridian Distribution	February 94	86%	£39.99
CYCLONE	Unbeatable home file copier based on XCopy 2.	Siren Software	July 93	80%	£39.99
DSS 8+	One of the best 8-bit samplers around.	GVP	July 93		£60
CDS 17 BIT 2 - THE COLLECTION !7	Another collection of mighty fine PD.	Bit Software	April 94	82%	£19.99
AMINET CD-ROM	Absolutely stuffed with PD software	PD Soft	December 93	87%	£N/A





»

Product	Comment	Publisher	Reviewed	Score	Price
CDPD 3	Packed disc full of handy PD software.	Almathera	November 93	80%	£29.99
» **DELUXE MUSIC CONSTRUCTION SET 2**	Good sequel, but slightly lacking.	Electronic Arts	August 93	70%	£89.99
E-Z FM	Makes your music stand out from the crowd.	The Other Guys	March 94	91%	£59.95
HOME MUSIC KIT	Unremarkable package with a few good features.	Power Computing	September 93	79%	£49.95
MEGLOSOUND	Fantastic budget 8-bit sampling.	Microdeal	February 94	91%	£34.95
MINGEN L500	A novice users Genlock for beginners.	Mingen	October	75%	£ 49.95
MINGEN PROFESSIONAL	Very effective Genlock, but costly.	Mingen	October 93	88%	£149.95
MS130	Good performance at a low price.	Mediasource	February 94	87%	£220
MONTAGE AUDIO CD	Clean in quality and impressive in sound.	17 Bit Software	April 94	90%	£15
MULTIMEDIA TOOLKIT	Don't waste your money.	United PD	December 93	45%	£20.45
MUSIC-X 2.0	Not bad, but should have been amazing.	The Software Business	May 94	81%	£149.95
OCTAMED 5	The best cheap MIDI sequencer available.	Seasoft Computing	August 93	92%	£30
OCTAMED PRO	Useful companion to an impressive programme.	Manual Seasoft	February 94	75%	£15.99



Octamed: Great value, great program.

Product	Comment	Publisher	Reviewed	Score	Price
SOUND AND VISION	Two great digitisers in one box.	Rombo	March 94	80%	£129.95
STUDIO 16 3.0	Competent sampling software.	Premier Vision	May 94	73%	£1000
SUPERSOUND 4.12	Excellent quality features and effects.	KBE Software	September 93	93%	£4
SCREENBEAT 3	Low cost sound boost for your Amiga.	Spectravideo	May 94	85%	£16.99
TECHNOSOUND TURBO 2	Slightly over-priced budget sampler.	New Dimensions	September 93	78%	£49.99

DTP PRODUCTS

Product	Comment	Publisher	Reviewed	Score	Price
PAGESETTER 3	High quality results and built in spell checker.	Gold Disk	July 93	80%	£49.99
PAGESTREAM 2.2	Very powerful, very versatile.	Softlogik	July 93	85%	£69.95/199.95
PROFESSIONAL PAGE 4	Reliable and extremely precise. Needs 2Mb.	Gold Disk	July 93	85%	£199.99
THE PUBLISHER	Easily the best budget DTP package.	The Disc Co.	December 93	80%	£29.99
TYPESMITH	Design your own fonts.	Softlogik	July 93	90%	£129.95
TYPESMITH 2.0	Even better than the first. A joy.	Softlogik	March 94	93%	£169.95



Pagestream 2 – your flexible friend.

JOYSTICKS

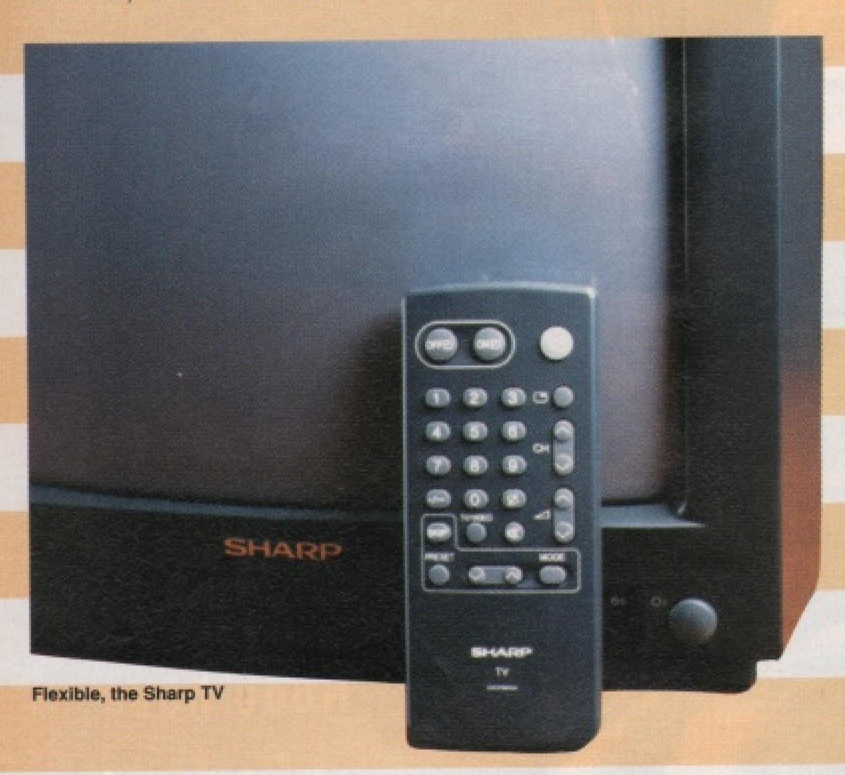
Product	Comment	Publisher	Reviewed	Score	Price
125+	Solid and reliable. Not bad at all.	Cheetah	August 93	80%	£9.99
BOLLISTICK	Small, neat and very responsive.	Cheetah	August 93	88%	£9.99
COMPETITION PRO	Definitely worth buying and comfortable.	Sonimax	July 93	93%	£12.99
COMPETITION PRO EXTRA	Still the best all-round stick on the market.	Dynamics	August 93	90%	£16.99
CRUISER	Strong, reliable and responsive. Built to last.	Powerplay	July 93	87%	£10.99
CRUISER TURBO	Robust and accurate. One of the best.	Powerplay	July 93	86%	£13.99
FLIGHT GRIP 1	Not comfortable enough to be practical.	Quickshot	September 93	45%	£9.99
FOOT PEDAL	A good idea that, for once, works well!	Spector Video	September 93	81%	£19.99
FREE WHEEL	Nice idea, but not practical. Doesn't cut it.	Logic 3	August 93	62%	£39.99
INTRUDER 1	For helicopter sims – great! Otherwise, forget it!	Quickshot	September 93	83%	£27.99
JET FIGHTER	Bulky, uncomfortable and unresponsive.	Spectra Video	August 93	43%	£14.99
MAVERICK 1M	Smooth and precise – fantastic.	Quickshot	September 93	88%	£15.99
MEGASTAR	Solid, but the tense stick is unresponsive.	Spectra Video	August 93	72%	£24.99
NAVIGATOR	Not as responsive as Speedking, but good.	Konix	August 93	81%	£15.99
PYTHON 1	Nice shape shame about the feel.	Quickshot	September 93	61%	£10.99
SIGMA RAY	A very comfortable stick to use.	Logic 3	September 93		£13.99
SPEEDKING ANALOGUE	Cheap and nasty with no support.	Konix	July 93	69%	£14.99
SUPERCHARGE	Truly hopeless with nothing going for it.	Spectra Video	July 93	23%	£9.99
SUPERSTAR	Extremely stable with strong suckers.	Spectra Video	July 93	80%	£13.99
THE BUG	Ugly and uncomfortable to hold.	Cheetah	August 93	64%	£14.99
QJI TURBO	Cheap value for money joystick replacement.	Spectra Video	July	85%	£6.99
QUICKSHOT 2 TURBO	Old favourite still holds up today. Great value.	Quickshot	September 93	79%	£6.99
LEGEND BALL (TRACKING BALL)	Smart, sleek and well sexy.	Ladbrook Computing	April 94	85%	£29.99

MODEMS

Product	Supplier / Issue	Rating / Price
PACE MICROLIN FX Cute and portable. Very handy.	Pace Price October 93	75% £205.63
SUPRA MODEM 2400 Beginners dream modem. All you need.	Supra Price October 93	70% £74.99
SUPRA FAX MODEM PLUS A few more features than average, quite nippy.	Supra Price October 93	85% £119.99

MONITORS

Product	Supplier / Issue	Rating / Price
COMMODORE 1940/1942 Adequate sound and good picture, but basic.	Silica Systems September 93	82% £299/399
MICROVITEC 1440 MULTI-SYNC Sturdy, high quality, but expensive monitor.	Gordon Harwoods September 93	89% £439
MICROVITEC 1438 Solid and reliable. But no speakers!	Silica June 94	84% £299
PHILIPS MONITOR TV Not for the serious artist, but great value with remote.	Gordon Harwoods September 93	87% £239
SHARP DV-375OH Monitor alternative – a solid TV buy.	Sharp June 94	80% £184
TATUNG HI-RES VGA MONITOR Mono only monitor. Good for DTP etc.	Gordon Harwoods September 93	75% £149.95



Flexible, the Sharp TV

PRINTERS

Product	Supplier / Issue	Rating / Price
BJC-600 Good resolution and cheap running costs.	Cannon December 93	91% £599
DESKJET 1200 Big page eject delays but fast printing.	C(PS) December 93	70% £1325/1850
HEWLETT-PACKARD 550C High quality prints are achievable with time.	Hewlett-Packard December 93	78% £539
PRIMERA Primera is the best colour printer available.	Power Computing January 94	91% £826
SJ-144 Adequate printer with average results.	Star December 93	77% £ N/A

BUSINESS PRODUCTS

Product	Supplier / Issue	Rating / Price
FINAL COPY 2 One of the best and most powerful.	Softwood Inc July 93	88% £99.95
FINAL WRITER Top rated word processor with graphics handling.	Softwood UK January 94	90% £129.95
FINAL WRITER RELEASE 2 An astonishing program.	Softwood Products May 94	92% £129.95
ILLINOIS Low-cost labelling system and database.	Professional July 93	70% £24.95
PROTEXT 6 Good word processing, not for wimps.	Arnor Ltd February 94	80% £130
WORDWORTH 3 Bug ridden sequel to the famous Wordworths.	Digital International May 94	75% £149.99



Product	Supplier / Issue	Rating / Price
MEDIA POINT Diverse multimedia pack with it all.	BVCC January 94	90% £299.99
SBASE 4 PERSONAL Database with huge capabilities and potential.	Meridian November 93	83% £149.95
SBASE 4 PROFESSIONAL Great for moving large amounts of data.	HiSoft February 94	90% £214

UTILITIES AND PROGRAMMING TOOLS

Product	Supplier / Issue	Rating / Price
ADVANCED AMIGA ANALYSER Valuable tool to keep the Amiga healthy.	Grapevine Group April 94	83% $89.95
AMIBAK TOOLS Superb VFM and very professional.	Micropace July 93	88% £69.99
AMIBAK V2 Most powerful backup utility yet.	Micropace July 93	87% £69.99
AMOS PRO COMPILER AMOS owners shouldn't miss this.	Europress Software September 93	88% £34.99
GPFAX An essential interface purchase for modem owners.	First Computer Centre June 94	94% £49.99
DISK EXPANDER A utility that will benefit all Amiga users.	Power Computing February 94	78% £ 39.95
DIR WORKS 2 Not the best directory utility but O.K.	Meridian June 94	78% £ N/A
DISTANT SUNS 5.0 Great disk for budding astronomers.	Meridian June 94	88% £59.95
GIGAMEM Simple memory saving device that's fantastic.	Golden Image August 93	91% £69.95
NICOLA Off-Line Reader. Reduce CIX phone bills.	Richard Harrison January 94	79% £N/A
PC-TASK Very slow PC emulator.	Meridian November 93	78% £49.95
QUATERBACK TOOLS DELUXE Essential back-up insurance for Amiga business users.	Central Coast Software October 93	80% £69.99
QUARTERBACK 6.0 Best back-up device just got better.	Meridian March 94	88% £74.95
T-SHIRT PRINTING KIT Easy, semi-professional and surprising results.	Quill Marketing March 94	83% £6.95
UPPER DISK TOOLS Excellent disk recovery program.	Wheelbarrow Software April 94	88% £19.95

AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

CD GAMES

Product	Supplier / Issue	Rating / Price
ARABIAN NIGHTS No flashy features, but what a game.	Buzz February 94	90% £14.99
ALFRED CHICKEN The feathered one makes his CD debut.	Mindscape February 94	86% £29.99
BRUTAL FOOTBALL Good clean violent fun.	Millenium May 94	83% £29.99

Game	Publisher / Reviewed	Score / Price
BUBBA 'N' STIX Cartoon graphics and pleasing gameplay.	Core May 94	81% £29.99
CASTLES 2 Disappointing for a CD offering.	Interplay February 94	63% £29.99
CHAOS ENGINE The best blast the CD32 can offer.	Renegade June 94	88% £29.99



Game	Publisher / Reviewed	Score / Price
CHUCK ROCK 2 SON OF CHUCK Juiced up version of the Amiga platformer.	Core June 94	84% £14.99
COVER GIRL STRIP POKER Adults get their kicks. Rubbish poker.	On-Line November 93	13% £29.99
DIGGERS Lemming-like puzzle game with little heart.	Millenium November 94	65% £29.99
DISPOSABLE HERO A great by for your CD machine.	Gremlin May 94	86% £29.99
DONK Uninspiring gameplay with a Japanese flavour.	Supervision May 94	73% £29.99
FURY OF THE FURRIES CD version adds more to a fine game.	Mindscape April 94	83% £29.99
FLY HARDER Control problems dog a fine game.	Buzz May 94	86% £14.99
GAMES AND GOODIES Fantastic collection of games and PD utilities.	Multi Media Machine May 94	85% £19.99



Game	Publisher / Reviewed	Score / Price
GUNSHIP 2000 Machine gun Camels! What more do you want?	Microprose June 94	92% £29.99
INSIGHT TECHNOLOGY Learn how everyday objects work.	Optonica January 94	91% £33.99
JAMES POND 2 - ROBOCOD The fish gets onto CD again.	Millenium November 93	84% £29.99
JOHN BARNES INTERNATIONAL SOCCER The Barnes machine flops appallingly.	Buzz February 94	45% £14.99
LABYRINTH OF TIME At first great looking, but shallow, CD32 CD.	Electronic Arts March 94	69% £39.99



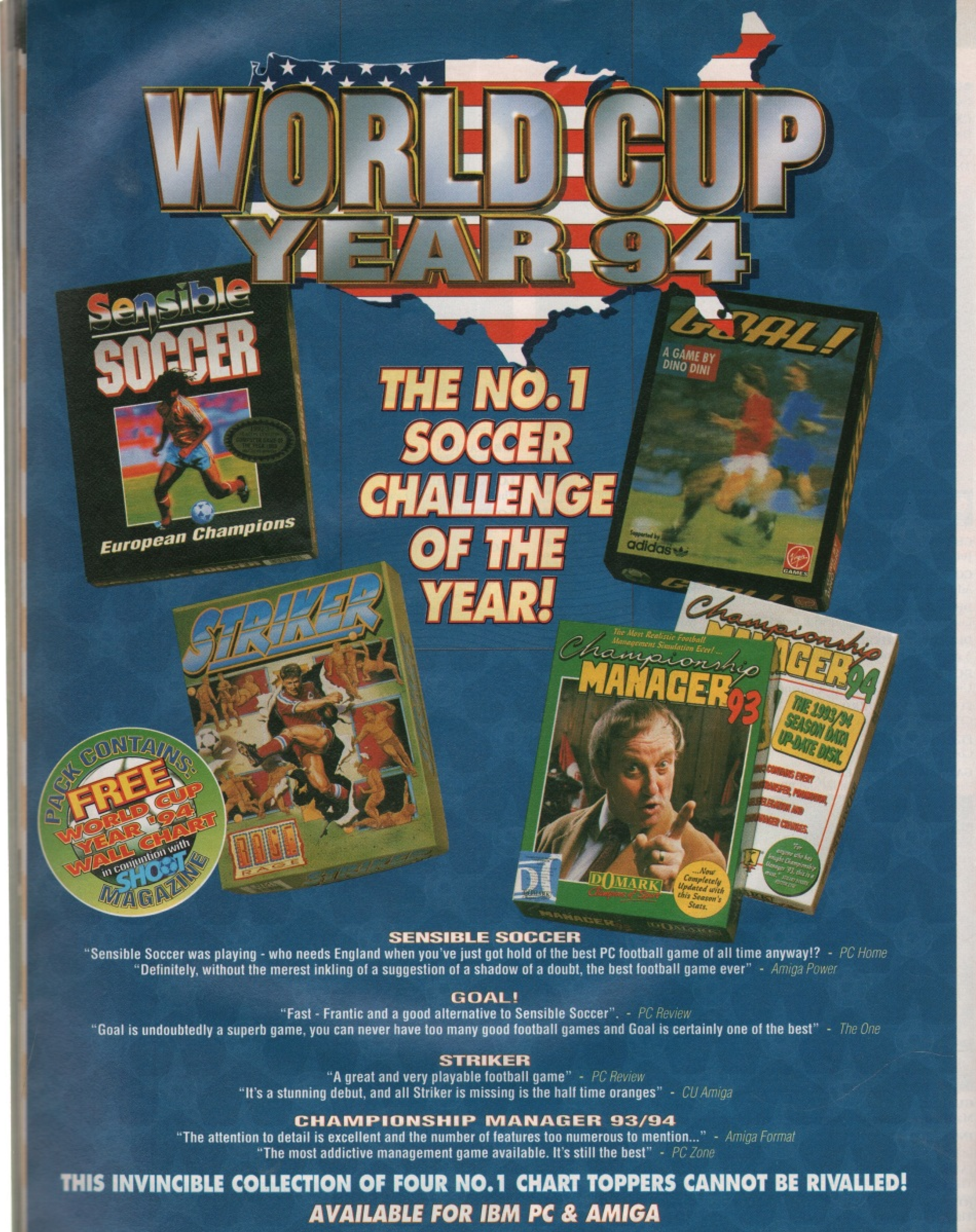
Game	Publisher / Reviewed	Score / Price
LEMMINGS The original and still the best.	Psygnosis November 93	87% £29.99
LIBERATION : CAPTIVE 2 The finest CD yet on CD32?	Mindscape January 94	90% £34.99
LOCK-N-LOAD Fine collection of PD games.	17 Bit Software May 94	81% £19.99
LOTUS TRILOGY All three Lotus games on one disk.	Gremlin April 94	82% £29.99
MICROCOSM Stunning visuals and sounds.	Psygnosis December 93	86% £29.99
NAUGHTY ONES A challenge for the youngsters.	Interactivision June 94	80% £25.99



Game	Publisher / Reviewed	Score / Price
NICK FALDO'S CHAMPIONSHIP GOLF Competent if slow golf game.	Grandslam May 94	83% £34.99
OSCAR Could have been so much more.	Flair November 93	64% Free with CD32
OVERKILL/LUNAR-C Crank up the volume for serious blasting.	Mindscape January 94	84% £29.99
PIRATES GOLD Nice concept that doesn't deliver.	Microprose March 94	64% £24.99
PREY Old CDTV game with fractal intro stuck on. Peew!	Almathera March 94	45% £19.99
SEEK AND DESTROY Only a bit more music had been added.	Mindscape April 94	82% £29.99
TRIVIAL PURSUIT Tacky looking version of the home hit.	Domark April 94	71% £29.99
ULTIMATE BODY BLOWS The beat 'em comes home to the CD32.	Team 17 May 94	84% £29.99

NEXT MONTH

WE'LL LOOK AT ALL OF THE FULL PRICE AND BUDGET GAMES RELEASED IN 1993/1994!



WORLD CUP
YEAR 94
Sensible
SOCCER
European Champions
GOAL!
A GAME BY
DINO DINI
adidas
THE NO. 1
SOCCER
CHALLENGE
OF THE
YEAR!
STRIKER
RAGE
Championship
MANAGER 93
DOMARK
...Now Completely Updated with this Season's Stats.
Championship
MANAGER 94
THE 1993/94 SEASON DATA UP-DATE DISK.
PACK CONTAINS:
FREE
WORLD CUP
YEAR '94
WALL CHART
in conjuntion with
SHOOT
MAGAZINE
SENSIBLE SOCCER
"Sensible Soccer was playing - who needs England when you've just got hold of the best PC football game of all time anyway!?" - PC Home
"Definitely, without the merest inkling of a suggestion of a shadow of a doubt, the best football game ever" - Amiga Power
GOAL!
"Fast - Frantic and a good alternative to Sensible Soccer". - PC Review
"Goal is undoubtedly a superb game, you can never have too many good football games and Goal is certainly one of the best" - The One
STRIKER
"A great and very playable football game" - PC Review
"It's a stunning debut, and all Striker is missing is the half time oranges" - CU Amiga
CHAMPIONSHIP MANAGER 93/94
"The attention to detail is excellent and the number of features too numerous to mention..." - Amiga Format
"The most addictive management game available. It's still the best" - PC Zone
THIS INVINCIBLE COLLECTION OF FOUR NO.1 CHART TOPPERS CANNOT BE RIVALLED!
AVAILABLE FOR IBM PC & AMIGA
© Sensible Software © 1992 Renegade © 1993 Dino-Dini © 1993 Virgin Games
© 1993 Rage Software © 1993 Domark Group Ltd. ©1994 Empire Software.
This game is not endorsed by any individual or entity whether referred to or contained in the elements of the game or otherwise.
empire
SOFTWARE



CD32 ZONE

The only place for news and reviews on the CD32

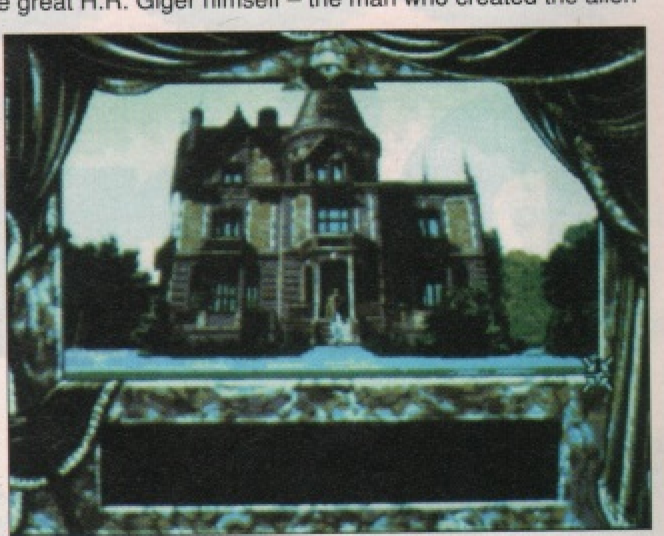
NEWS

If there is one section of the games market that has always done well, it's the compilation sector. Budget games are one thing, but the chance to buy four or five top-selling games for the price of one is a lure that has pulled gamesplayers in since the dawn of time. The biggest gripe has always been, though, that games move on to compilations too quickly – no sooner has a game left the top forty sales than it appears in a box with a few others. The CD32 seems to be the ideal place to put all these great games. There are already more than enough A1200 ports being dumped onto Compact Discs to show that it works, so why not stick four or five games on a CD? Hey software houses – make a bit of money and offload your back catalogue onto CD without making the punters feel ripped off! And punters – build up your software collection in no time at all! Let's see Award Winners CD32, Combat Classics CD32 and many more. Okay, so you won't give people a real reason to buy a CD32, but you'll sure give them reason to stay.

Tony Dillon
Games Editor

DARK SEEDY

Cyberdreams, the proclaimed heroes of the PC CD-ROM market, are coming to the CD32 next month with the long awaited CD release of *Darkseed*. If you can't remember back far enough, the floppy version caused a hell of a stir from the moment it was announced, simply because the main game artist was to be none other than the great H.R. Giger himself – the man who created the alien creatures for the *Alien* series of films. The game looked fantastic, but flimsy playability let the original Amiga version down. The CD version looks a treat however, lavishing over a thousand lines of speech onto the player, along with all the usual thrills. We'll have a full review next issue.



CD BURNING

Reviewed this month, Grandslam's *Bump N' Burn* has been causing quite a stir. Steel yourself as it prepares to stir you further on CD32. On release two months after the floppy version, the compact disc will feature more levels, 256 colour graphics, speech, music and all manner of other exciting enhancements. Can you believe your luck? Aren't you glad you bought a CD32?

Call Grandslam Video on 081 680 7044.



WE'RE ON OUR WAY TO WEMBLEY

This game has arrived a little too late for review this month, but as it's quite an important release we thought that we had best tell you about it. *Wembley International Soccer* is the first release on CD32 from Audiogenic, and also the first release under the Wembley licence, and to be honest it doesn't look at all bad. Using an improved game engine to that used in Ocean's *FA Premier League Champions*, coded by Denton Designs for Audiogenic, the game allows you to view the match from above or the more classic side view, play the World Cup or a fantasy league, on many different types of pitch with any of the world teams! As the box says, it's so good, you'll want to show all your friends. Check out the review next issue to find out if you'll get to keep them afterwards. For more details call Audiogenic on 081 424 2244.

SILMARILS SILVERY DEBUT

French developers Silmarils are lining up a CD extravaganza for the third quarter of '94. Already they have the whole world shivering with excitement over *Robinson's Requiem* and *Ishar 3*, and now they have decided to add a twitch with the news that both games will make it onto the CD medium. Full details have yet to be revealed, but what we can tell you is that *Robinson's Requiem* will have even better graphics with animated background scenery, and even a fair bit of speech. *Ishar 3* will doubtless follow along the same lines. Both are due for release some time in October. Call Daze on 071 328 2762.

Diary of a

PART 4

This month, we join Dave and John as they start work on the animation sequences in *Space Academy*. In the first part of this series, Dave and John said they would be using *LightWave* for producing the animation sequences but they had difficulty getting hold of a LightRave. This has all turned out for the best, however, as they've just heard that *LightWave* is now going to be produced as a stand alone program retailing at about 40% less than the LightRave/*LightWave* combination. The initial work was actually produced using the PD package POVRAY which they find easier to work with than *Imagine*. Next month, we'll find out how the transition to LightWave has gone but for now:

IMPORTANT MILESTONES

When undertaking a project for a games publisher you have to supply them with a list of milestones so that they can check progress and make sure that the game development is going on time. This list has now been agreed with MIndscape. Milestone number one is to have the hero skating around level one and milestone number two is to have level one complete with all puzzles working. The time from milestone one to two is only two weeks, so Stellar Genesis Agency have their work cut out.

To achieve the effect of the characters moving behind glass or into shadows, the colour of each sprite's pixels were modified as they were plotted to either lighten or darken them. However, there were a few details to be tidied up. Dave explains: "When it came to testing this on the game I realised that because we are using different palettes in each room, with different colours of glass panels, a simple pixel value change would not work. The way I overcame this was to split each colour in the palette into its red, green and blue values as they are read in from CD. So, before I started the room, I found the closest match in the table for each pixel value, for both the glass and the shadows, so that if the glass panel is a green glass, the pixels will be tinted with a shade of green, rather than just darkening the value. This allows a very realistic transformation of the values, especially where the sprites pass behind two glass panes at the same time which gives a darker value for those pixels."

Finally, with the colours sorted out, the first milestone has been reached and sent off to the publisher. Now for the next milestone – the puzzles.

John explains how they approach the task of sorting out the puzzles: "Dave and I got together and hammered out what was needed in the way of graphics to allow me to put them into the game. We didn't want to make the first level too difficult as we wanted to make sure that most people would be able to complete it reasonably easily. The nasty bits come later! The graphics I need are switches, sliding doors, travolators, escalators, drinks fountains, food machines, cupboards, moving platforms, teleporters and last, but not least, the *Space Academy* Saboteurs (SAS men).



Above: a screenshot of the fully "dressed" (ie with sprites and graphics) room which last month's article spent quite some time discussing.

"These SAS men are your main problem on all the levels. They will keep attacking you, until you can find the room where they are teleporting to and disable the teleporter. The longer you take to find this room, the more men you will have to fight off. Your weapon does not have unlimited ammunition and you will need to search all the cupboards to find both new weapons and ammunition. You will also need to find and consume food and drink to keep your strength up."

The hero's laptop computer (see screen shot far right) is another vital component in the game. The laptop is the main communication area of the game – all information about your condition, thirst level, sustenance level, amount of the level completed etc is provided on this screen. As information is found in the game, at various points, you have to update your smart card and place it in the laptop. The data is then displayed on the screen for you to see.

The various buttons on the laptop are used by you to place information back into the card to send to various bits of equipment you find on your travels.

Various doors on all levels will only open when your "experience level" has reached a sufficient point, the laptop keeps a track of this and will update your smart card at the appropriate time allowing access to



game

This month, Lisa Collins pops in for a coffee and a chat with the boys from Stellar Genesis Agency.

these previously closed areas.

The smart card is used for many things. Besides opening doors and allowing the lifts to be used, its main function is to interact with the video walls which are found on each level. These walls will provide you with helpful hints on your progress, and also various bits of news from the outside world, which may or may not be helpful to you in your travels.

Dave is currently designing the scripts that will be needed on these walls, so that they can video various people (friend and relations probably, even if they don't realise it yet!) reading the scripts and use them in the game.

The plan is for the speech to be heard in English, with other languages appearing as subtitles depending on the language selected at the start of the game.

BEAM ME UP...

One of the Agency's favourite bits of equipment is the teleporter. On each level there are two teleporters. When you find one you can pick it up and carry it around with you until you find a place where you want to escape back to. This could either be a safe room where you can recover from your wounds, or a room with a food machine or a munition cache you set up for yourself. Stepping on a transporter activates it. You can move these transporters and use them anywhere you want to.

That's it for another month. As we leave the Stellar Genesis Agency, John is busily making the escalators work properly and Dave is preparing the graphics for the next milestone – the first four levels of building one to be completed. There will be a lot of late nights between now and the next instalment of this article, when you'll find out if they manage to make the grade and hit the next Milestone.

All information about your condition, thirst level, where you are in the game and so on is provided on the laptop.

A frame taken from the opening animation shot which shows the outside of the first building.



The Centre of T

WTS Electronics Ltd, Chaul End Lane, Luton, Bedfords

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AMIGA CD-32



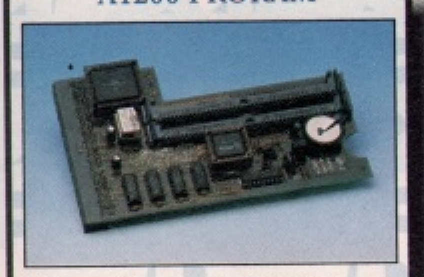
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A600 Wierd, Wild & Wicked pack Includes Delux Paint 3, Micoprose Grand Prix, Silly Putty, Pushover and further free software

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ProRAM 1200 simply slots into the expansion port under the trap door

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1.5m monitor ext. cable	£14.99

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PERIPHERALS



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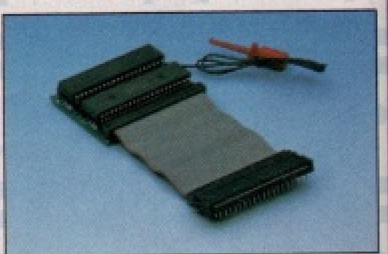
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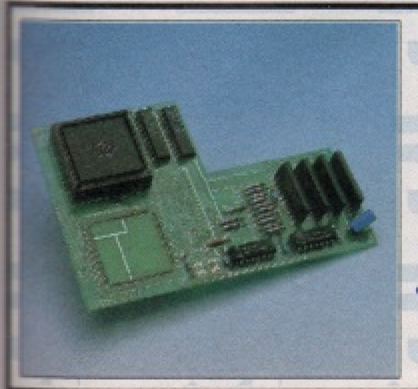
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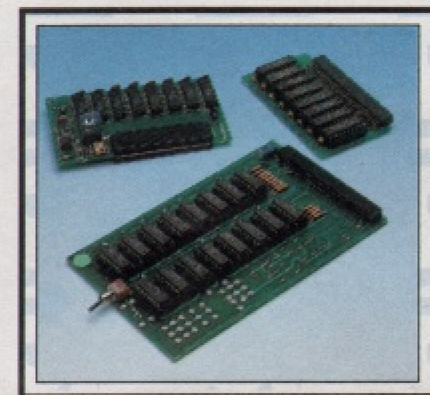




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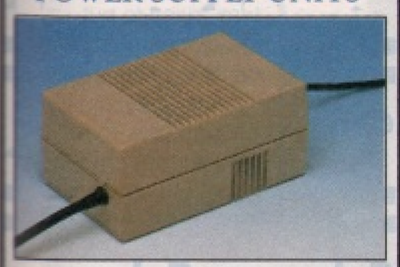
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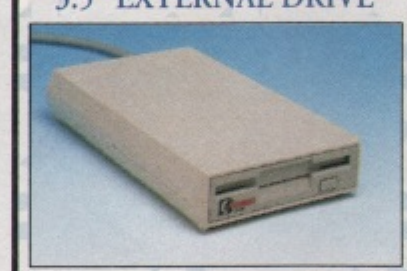
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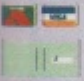


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Scavenger 4



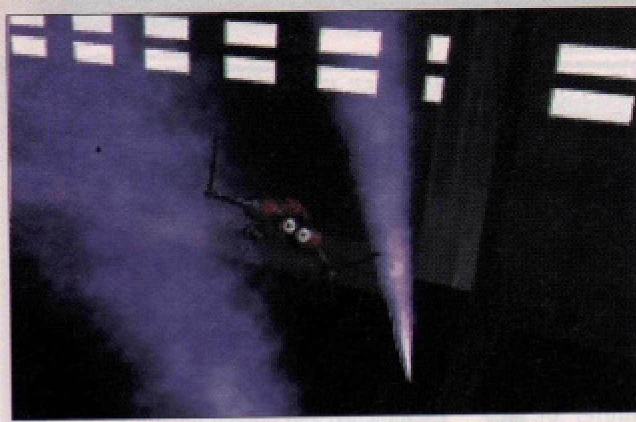
Somewhere in London, a group of highly-trained artists, programmers and musicians are in the final stages of giving birth to *Scavenger 4* – the follow up to the mammoth *Microcosm*. CU AMIGA brings you the first look.



It's all high tech, futuristic stuff in this game, none of your hand-propelled engines here.

Microcosm was a fantastic-looking game, there is no denying it. I only use the past tense because I've just spent a day watching some of the animations for its sequel of sorts, *Scavenger 4*, and knock me down with a small post office if they aren't the single most fantastic graphics ever seen on the Amiga. Already a huge success on the FM Towns console in Japan, *Scavenger* takes everything that was right about *Microcosm* and makes it better. Any problems that people had with the original have been corrected, and the result is the most playable Towns game I have seen so far.

The CD32 version looks like it's going to be even better. Faster attack waves, more logical combat patterns and a more linear game style. Gone are the junctions and maps of *Microcosm*, to be replaced with a straight A to Z shoot em up with incredible graphics. After gawping at the graphics for a while, I dragged coders Stewart Sargaison, Richard Weekes and Pete Marshall down to the canteen for a coffee and a chat about the game. First things first, though. What is the game about?



What glorious colours are in the game as you can see from this screenshot.

"The plot as far as we are concerned is about this computer system than defends the entire solar system the game is based in, which has gone out of control and has taken over the different military installations that defend each of the planets.", begins Stewart: "You are sent into the system on the Scavenger 4 ship, and have to go down to each of the planets and take out the computer systems there. Essentially, you are just flying around the system, trying to put the computer back on its tracks."

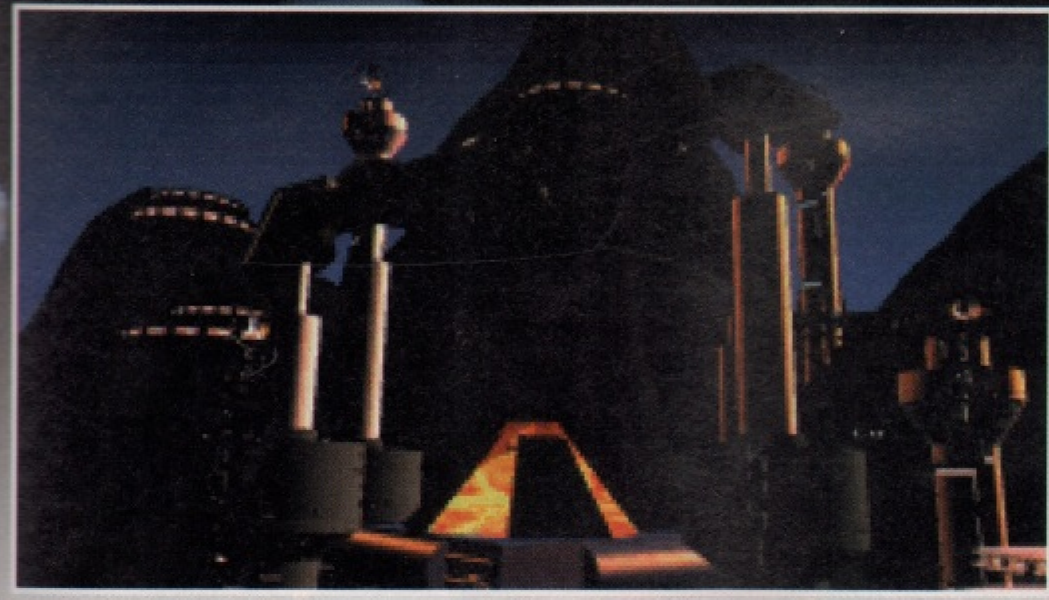
A simple enough plot, for a simple enough shoot em up. How long has it been in production? "The *Scavenger* escapade originally started when the FM Towns version of *Microcosm* was completed. It was finished on the Towns about three or four months later, and then we started on the CD32 conversion in March. We already have all the graphics, so all we are doing at the moment is creating the code."



SUPERB GRAPHICS

The graphics are what we are really here to talk about, however. How long has it taken to create those stunning images, the ones that take you from the depths of space, over a fiery volcanic world, through a desert and finally into an enormous city. "It's taken about six months to create all the graphics, using twelve artists. Converting it to CD32, however, takes no time at all. As always, those lovely Psygnosis boys and girls





have been slogging their guts out on Silicon Graphics workstations, and as a result converting an image from the smaller resolution of an FM Towns console to standard Amiga IFFs can be done in a frame (that's 25 image conversions a second to you and I)."

You will have undoubtably noticed that the graphics have a completely different feel this time around. Gone are all the organic curves of Soft Image, and in their place come the futuristic hard edges of *Alias*. Naturally, the software can't hold all the blame (or should that be credit). The dozen artists are the people who have made the game look so good, and I asked Stewart exactly what sort of influence were they chasing. "That's been up to each individual artist. The main overriding influence, however, has to be *Akira* and other Manga influences. One of the guardians is very much like Rodan out of Godzilla, and it carries on through the game. There's a huge *Akira* sequence when one of the cities explodes."

What's this I see before me? It's a golden heart-shaped thing with wings.

BIG IS BEST

One of the most impressive things about the visuals is that they are full screen. Goodbye to the small window of *Microcosm*, and hello to Widescreen TV. In the first game, you originally played with a first person perspective, hence the cockpit, although that was changed on the Mega CD and CD32 versions. How has it been working to a larger window? "It saves us a lot of time, actually. We could render the stuff again, but the rendering time it takes to create 60,000 frames or animation wouldn't be worth it. So instead all we have done is take the original FM Towns graphics and stretch them across the screen. It looks really good, actually. You can't tell that they've been stretched."

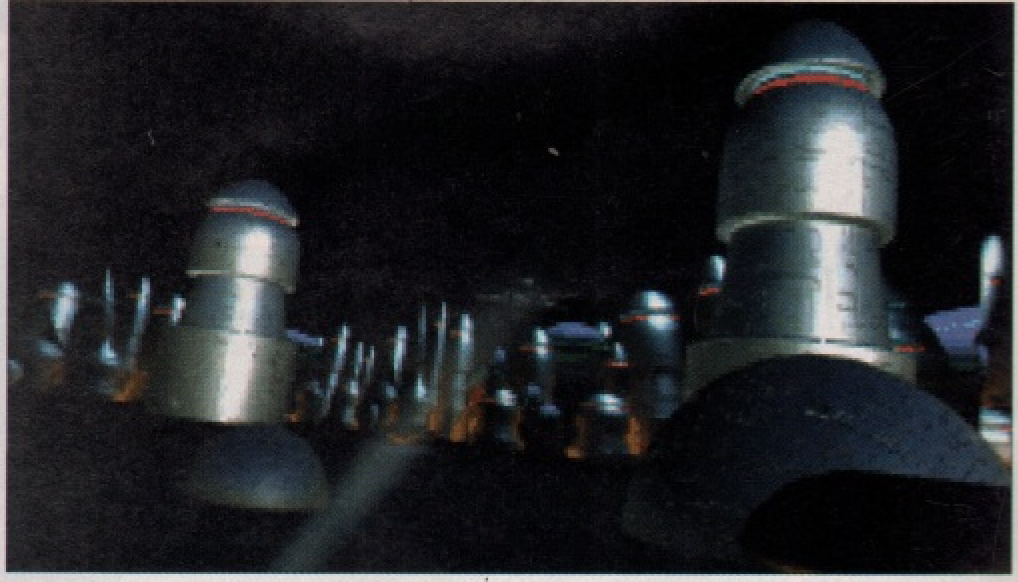
The only reason I could think of for the original *Microcosm* images being in a box would be one of speed. With the limited access speed of CD-ROM, aren't there problems with running full screen images at 25 frames per second? Any graphic artist looking at these pages will be able to spot that the backgrounds are no longer 16 colour, but are in 64 four, which puts even more pressure on the processor. "Yes, we have, but that's what we've spent the last few months working on. Just moving up from 16 colours to 64 is asking a lot of the system, but it's great what you can actually do with the Amiga. Obviously there is a downside to it all, and in this case we lose two colours on the sprites, but really you don't notice that."

Need I say any more. These pictures just speak for themselves. Just look at the staggering detail and style of the graphics.

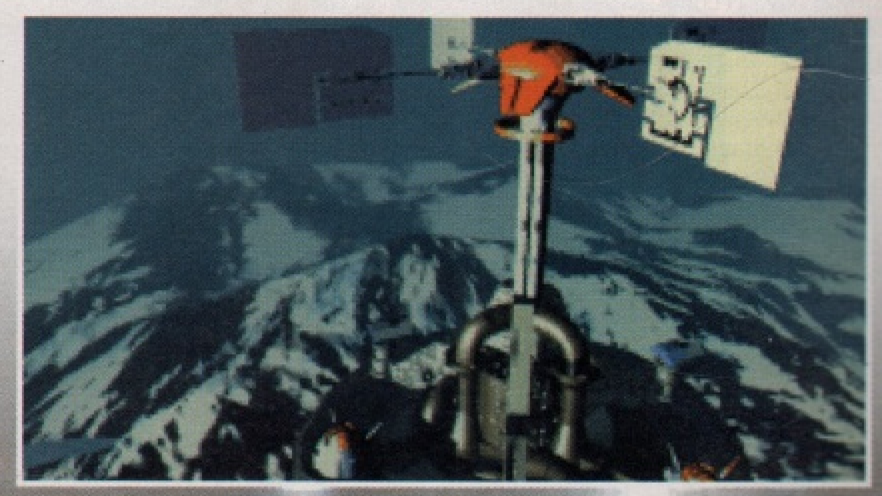
The one other main change to the graphic style of the game is the fact that the player now interacts fully with the scrolling backdrop, not just the sprites that fly over it. If you travel down a canyon, then you can die by scraping along the side of the canal. This adds a completely new challenge to the game – just keeping your ship in the air long enough to actually fight something!

I could go on for longer about how great the game looks, but I think it would be fairer just to show you, so enough of the text, and let the pictures speak for themselves!

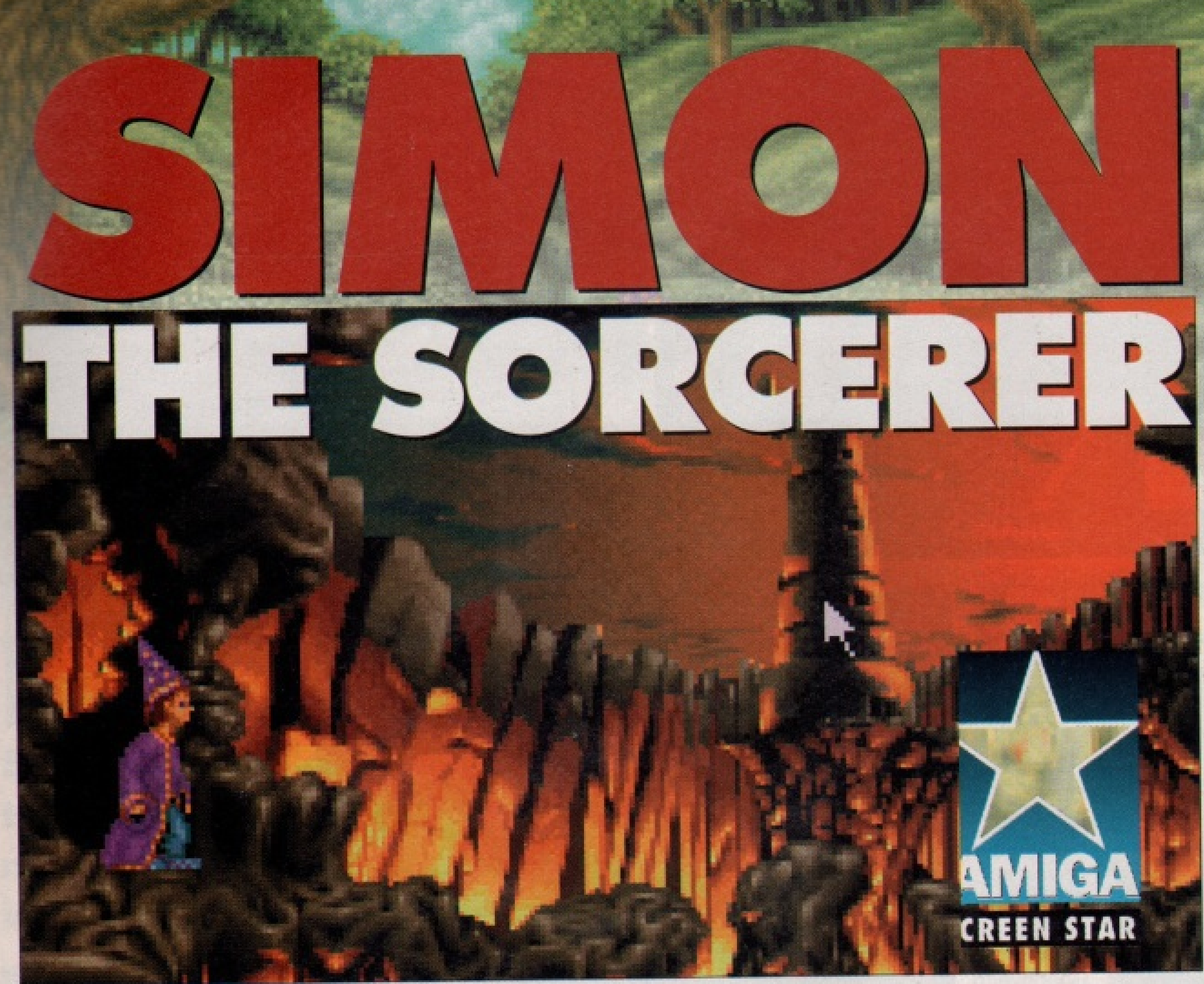
Next month we'll take an even deeper look.







SIMON THE SORCERER



With talking goats and woodworm and tv star Chris Barrie playing the lead, *Simon the Sorcerer* breaks new ground on CD32. Dean Evans listens in.

If you haven't come across Adventuresoft's *Simon the Sorcerer* before, you've been missing out in a big, possibly huge way. Not since *Monkey Island* has there been such a genuinely funny, chuckle-inducing graphic adventure on the Amiga, and *Simon the Sorcerer* isn't just another point-and-click, 'ooh nice graphics' sort of adventure either but a slick, humourous and superbly drawn fantasy. And if it was good on the Amiga, it's downright fantastic on the CD32.

CUTE AND WINSOME

If you haven't come across the game before, the plot goes something like this. After an inter-dimensional gateway opens up in his bedroom, Simon, the game's 14 year-old hero, stumbles bravely into it (after his dog) and ends up in a bizarre, Tolkien-esque fantasy world. He has absolutely no idea where anybody or anything is and worst of all, he has nothing to help him except a fridge magnet and a pair of hairdressing scissors.

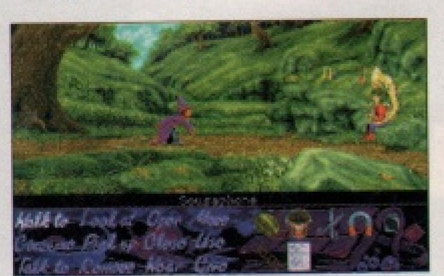

"Here you, yes you in the purple hat, you're in the Brittas Empire aren't you?"

But this is just the beginning of his troubles. Like many an adventure game before it, *Simon the Sorcerer*'s plot unashamedly revolves around that reliable old plot device, the quest. Not only must he rescue the good wizard Calypso from the evil clutches of Sordid the Sorcerer, but along the way Simon must complete a number of mini-quests; finding the staff of Nafflin the Necromancer for example and making a magical axe-head for a melancholy woodcutter so he can chop down rubber trees.

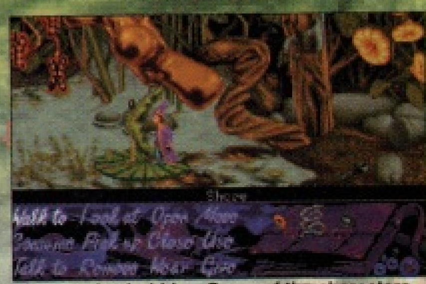
Adventuresoft have created a weird and wonderful land, where fairy tale, classic fantasy and comedy mix together in twisted but totally recognisable forms. In fact, it's a bit like the scene in *Who Framed Roger Rabbit?* where Bob Hoskins walks through the studio backlot surrounded by a whole host of cartoon characters like Dumbo and the dancing Hippos from *Fantasia*. In Simon you've got *Rapunzel*, the *Three Billy Goats Gruff* (complete with troll), a chest with teeth (vaguely reminiscent of Terry Pratchett's *Luggage*) and even Gollum and his 'precious' magic ring.

WHY IT'S BEAUTIFUL..

If there's one thing that really stands out in this game it's the fact that all of the backgrounds have been carefully hand drawn, first onto paper by the artists then scanned into the computer using an ordinary hand scanner. The black and white drawings have then been retouched and coloured in *Autodesk Animator Pro* to produce the stunning background images you see here.


The sousaphone music really is terrible in this version of the game. Tell him to shut up! (Not.)

Of course, sumptuous backgrounds alone don't make a good game (though they help enormously), and these images are complimented by some superb and detailed character animation. Shunning the current trend for using digitised graphics, Adventure Soft have concentrated on developing a quirky, cartoon style. Simon himself, struts purposely around, confidently leaping across icy ledges and scaling tower walls. There's over 1,000 frames of animation in the Swampling scene alone and there's also a sneezing dragon, a walking chest and my personal favourite a brilliantly-animated goblin guard who industriously picks his nose and then secretly eats the contents.


Ah, no voice bubbles. Some of the characters tend to rant on but this can be stopped.

OKEY DOKEY LISTER

Okay so it has great graphics and first-rate animation but what does the CD32 version have that the Amiga one doesn't? Well, as the game is on a shiny CD it now features a CD quality soundtrack and lots of comical boings, crashes and bangs that were sadly missing from the Amiga disk version.

But the main reason for buying *Simon CD* is the fact that it's got digitised speech throughout. With Chris Barrie (he of *Red Dwarf* and *The Brittas Empire* fame) taking the lead role and assorted actors, friends and passers-by helping out, the game has been transformed. It's so much better. Chris Barrie is suitably nerdish as Simon while the Swampling and the Wood Worm just have to be heard to be believed.

While PC owners have had CD adventures and digitised speech coming out of their ears, it's finally nice to see the CD32 catching up. Okay, I admit some of the voices are a bit dodgy but on the whole Aventuresoft have done a damned good job. Not only is *Simon the Sorcerer* a difficult and challenging adventure but this new CD version is an aural treat. CU

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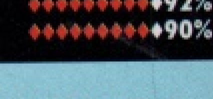
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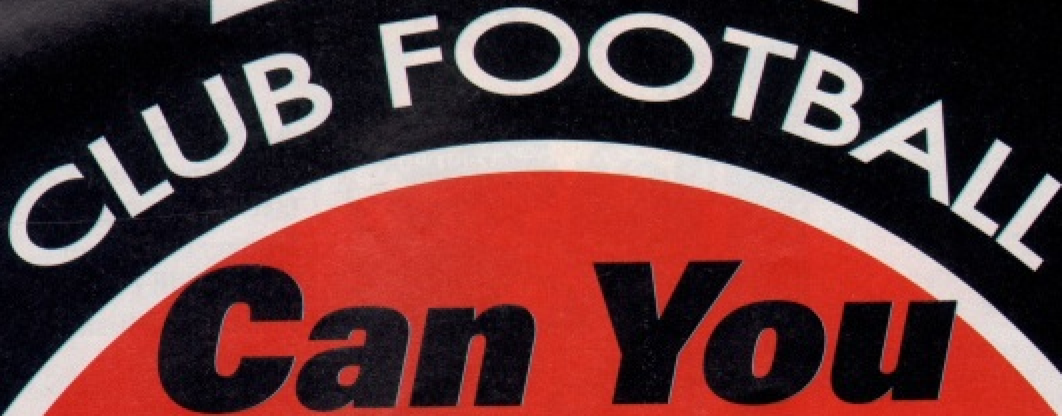
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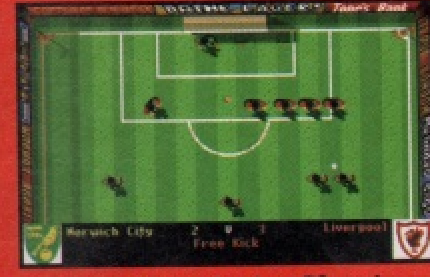
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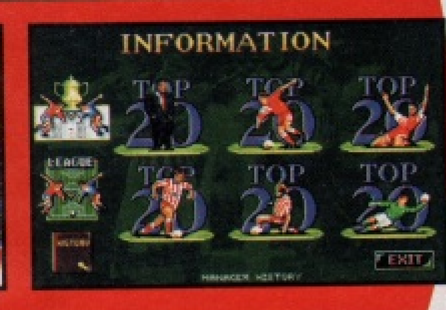
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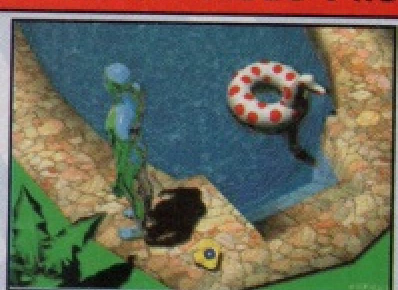
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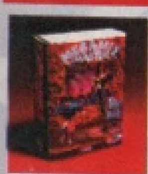
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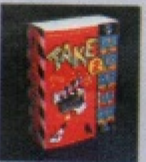
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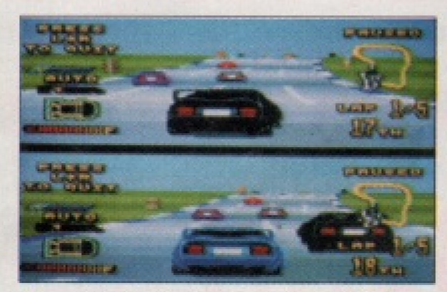
"Ooh Betty, I think I got it wrong again!" Okay, so Frank Spencer might be a bit of an old one, but then what do



you expect for a first impression? Oh, you want something a little more up to date do you? How about this lot!

TOP GEAR 2

Gremlin



Above: Yep, that rubber's burning all right on the two-player split level screen in *Top Gear.*

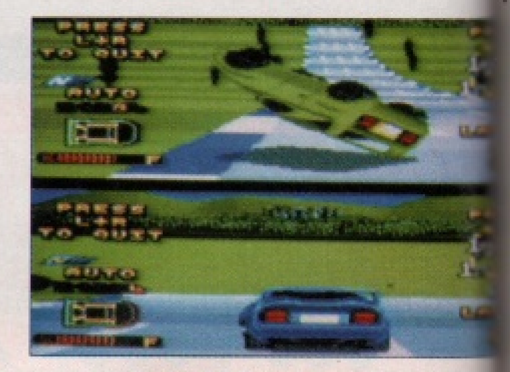
THE GAMEPLAY: Gremlin – the company that has brought you more racing games than you've eaten cold dinners – promises that *Top Gear 2* will be the fastest Amiga racing game ever. And it certainly looks fast, in an arcade sort of way.

You race through 64 cities in 16 countries, picking up points along the way to earn enough cash to power-up your car and, hopefully, win the championship.

WHAT'S NEW: Nothing earth shattering really, but some would say that they've done everything they are going to do with the *Lotus* series. There are some nice touches such as the ability renew tyres and adapt them to suit weather conditions, or even buy a complete new engine to give you that extra edge over the other competitors. The on track jumps, spins and flips are spectacular.

BEHIND THE SCENES: When this game was first released on SNES in America it received the 1993 Gamesplayer racing game of the year award. Gremlin says that the Amiga version is exactly the same as the SNES version and has "nowt taken out" so this bodes extremely well for the game.

FIRST IMPRESSIONS: The graphics in this game look really good and the corner handling is pretty smooth. There's none of the jerky joystick movement that happens in some other racing games, and the cars seem to grip the road realistically. It's still too early to tell if this will emulate the success of its console cousin, but it should be fun finding out.



KING PIN

Team 17



Just look at those babies scatter everywhere.

THE GAMEPLAY: Here's something that hasn't been seen in quite a while. *King Pin* is a ten pin bowling simulation, a genre not seen (full price anyway) on any popular computer format since *10th Frame* by Accolade in the mid Eighties.

King Pin is the second in Team 17's new sports range – started off with *Arcade Pool*, and it looks like it will have all the features and playability of the previous game.

WHAT'S NEW: As this kind of game hasn't been seen on the A1200 yet, practically everything about it is new. Up to six players can play at once, using a full auto-scoring system, as seen in the very best bowling alleys. You have a choice of bowling balls, digitised sound and rendered animations of male and female characters.

The most interesting thing in *King Pin* is the control method, which gives you everything from adjustable power to full aftertouch!

BEHIND THE SCENES: The game has been conceived and coded by Adam Polanski – possibly not the most familiar name to most CU AMIGA readers, but when I tell you that he has worked for both Vektor Grafix and Argonaut, on *Birds Of Prey* and the classic Mirrorsoft game *The Killing Cloud*, it should ring some bells. All sound creation duties have been taken on by Team 17 regular Alistair Brimble and all graphics have been created by new boy Barry Armstrong. What more do you need to know?

FIRST IMPRESSIONS: It looks like it's going to be a hell of a lot of fun. I always liked *10th Frame*, and a nineties update of that classic game should be well accepted. There's another couple of months work to be done on the game, and it should be released sometime in August.

We'll tell you more as soon as we have it.

IMPRESSIONS

REAL WORLD FOOTBALL USA '94

Infogrammes/Condor Software



Plenty of top animation single this game out from the crowd. But will the Amiga version move as well as it looks?

THE GAMEPLAY: It's designed to be a football sim like no other, incorporating all the real rules of the World Cup game, including substitution and off side peculiarities. The large, quite realistic sprites and their movements have been modelled on real players and the view is effectively 3D as opposed to the currently in-vogue top down view. There are 30 teams with, as usual, England and Scotland cheating again and sneaking into the championships.

BEHIND THE SCENES: *Real World Football* has been programmed and developed by Condor software, a



new team based in football-mad Marseille. They claim to have injected some of Marseille' fervour inventiveness into the game. This probably means it's going to be well hard too.

WHAT'S NEW: This type of 3D football sim hasn't been seen before on the Amiga.

FIRST IMPRESSIONS: Check out the screenshots on this page. Looks good doesn't it? The version we played still had PC sound but the Amiga's promises to be even better. Still in development at time of writing, what we saw moved smoothly, making use of over 6000 animations. Due out in June on the A1200 and CD32, we'll have to see both versions before passing judgement, but if it lives up to Infogrammes' expectations it'll be an original addition to this year's football releases.



The ball is designed to stick to players' feet without actually seeming to do so. Also, because of the deep perspective, playing down the field may look difficult, but in fact isn't.

THE NO.1 HORSE RACING SOFTWARE

The software which predicted Nortons Coin at 100/1 to win the Gold Cup is now available by mail order. To get your hands on a copy of our No.1 selling Horse racing software, The Tipster™, please send cheques or postal orders payable to Sidmouth Software for the sum of only:

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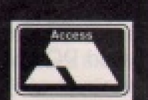
The Tipster Professional (uses the Racing Post) is available on the Amiga, Atari and all PC compatibles. A Windows™ version is available for £64.95 which includes the Dos version.

Tipster International (uses daily papers) is also available at the same price, this software is designed for users who are just beginning to use their computers to predict horse race results.

A demo is available for £9.95 (refundable against purchase).



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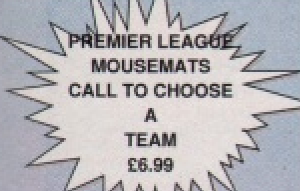
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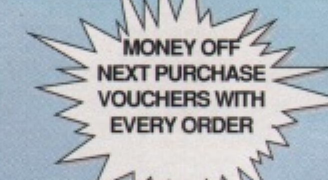
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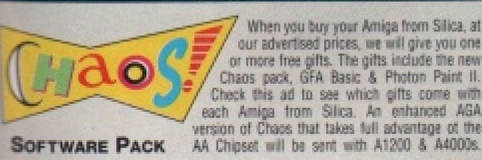
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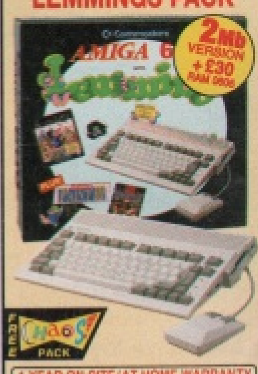
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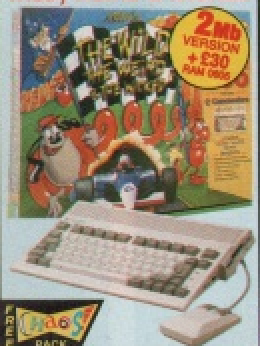
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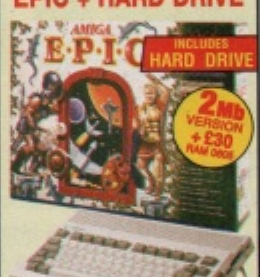
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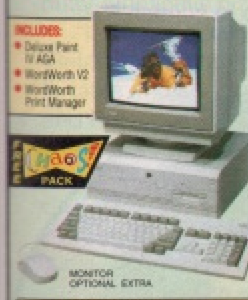
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- 1 Year On-site Warranty

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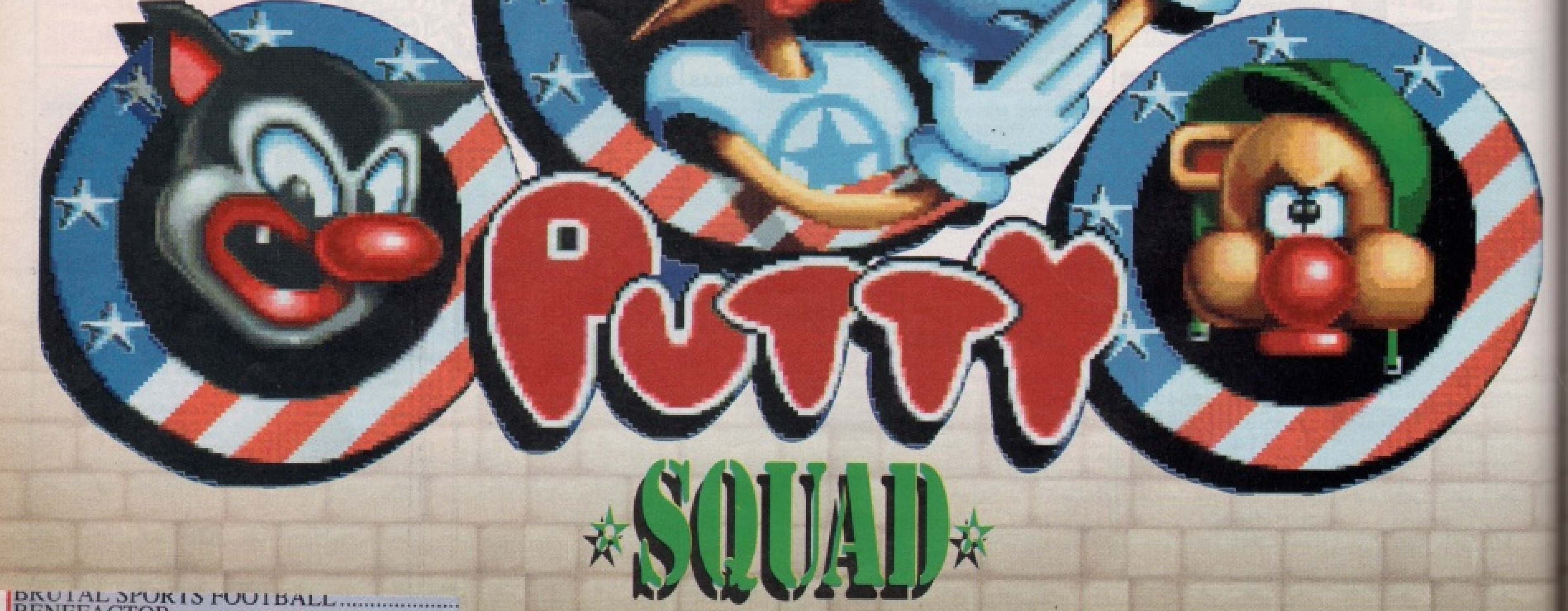


PUTTY SQUAD

WIP

System 3 have come back to the Amiga, and they've brought *Putty* with them! Tony Dillon tries some stretching gameplay

There was a time when a System 3 logo was nothing less than a mark of quality on the Amiga. Games like *The Last Ninja, IK+* and *Myth* brought them fame and fortune. The only reason you haven't had us harping on about games from the System is because in the last two years they haven't released any. The supremely funny and highly entertaining *Putty* was the last thing to be seen from them on the Amiga, console fever struck them deep in their very



...uls and they seemingly left the ...iga market for good. Since then ...tty has come out on budget, and ... another squeak has been heard.

Until now that is. System 3 ...cade Software are coming home, ...get your banners out – and of ...urse *Putty*'s back with them.

Putty Squad is the long awaited ...quel to *Putty* (originally titled *Silly ...tty*, but the name was changed at ... last minute due to the licence ...al not working out as planned), so in celebration, we spoke to designer Phil Thornton about the homecoming. "The console market was a bit of a fad. The problem is that it is very toy orientated – consoles are simply very expensive toys. It was a fad very much like the *Turtles* one, and we as an industry didn't realise that.A lot of companies fell for it, and whacked a small fortune into the development and manufacturing, of games, then got burnt very badly when the kids got bored and moved on.

"The computer market has always been a hobbyist market, with serious people who buy a machine with a keyboard, and become seriously interested in the machine itself. It's a long-term prospect and because of this sales remain good. These people look after their machine, and they collect the software. I think we've learnt our lesson now: the future really lies in serious technology like PCs and Amigas – things that are a bit more adaptable than consoles. That's why we've come back.

"The thing is that I don't think the Amiga market has changed at all in the last three years. We're extremely happy to be back!"

"We actually started with the Super Nintendo version of *Putty Squad*, and then about three quarters of the way through the project we decided to kick off an Amiga A1200 version, and now the Amiga version is leading the SNES one! We put a lot of tricks and bits and pieces that weren't in the SNES version into it, and now we're trying to get them into the console to bring it up to scratch."

LIKE PUTTY IN MY...

The story behind *Putty Squad* is just as wacky as the first one: After twenty years of war between the Putty people and the evil forces of Wizard Scatterflash, the Putty population ended the strife by pulling out of the central city of Klud. The Putty nation was quickly taken over by the Wizard's army of Demonic Imps and Self Motivated Vegetables, and the





land fell into decay. Many years after the war, photos began to appear showing Putty prisoners of war, and the United Nations decided that a putty crack platoon should be sent in to rescue the poor blobs. Super Putty – the star of the original game, and his ex-enemy Dweezil the Cat have to join forces to help free the hostages. What ensues is barmy, bonkers and more than a bit abso-nutty-lunatically bizarre.

"It was originally going to be set in Vietnam", laughs Phil from his comfortable and spacious office. "Putty and Dweezel were going to be CIA agents in Vietnam, on a special mission. We were going to have a mad General in the field – *Apocalypse Now* style. Finally though, we thought that was a little in bad taste, so we decided not to go with it. The war scenario still exists in the game, except we've added more of a fantasy element. We have these guys called the G.I. Pups, and their boss Napalm which basically represent an invading army. The denizens of the land themselves are not really involved in the war. It's just a manic friendly fire situation, with bullets flying in all directions. The GI Pups fire at everything that moves, including Super Putty and Dweezil of course."

"Napalm and the GI Pups are based on Gene Hackman, Chuck Norris, that sort of person. Just guys who have lots and lots of military hardware, but don't actually know how to use it, so we have this chaotic thing where they just walk around firing bullets at everything. We were going to get them to shoot each other too, but when we did it sort of ruined the game because they would all die as soon as they come onto the screen. They're all based on corny American movies about Vietnam rescue missions and things like that."

...HANDS

Fans of the original *Super Putty* will be happy to know that Uncle Ted makes a welcome return this time around. In the original game he popped up with a Wurlitzer and started playing a tune that the enemies just couldn't stop dancing to. This time around he has moved into the DJ market, and appears with a set of decks that Tony Horgan wouldn't be ashamed to sit behind. "Uncle Ted had to be resurrected, as we got a lot of fan mail about him. He seemed to hit a raw nerve in the British games-buying public.I don't know why, but a sad guy with a Hammond Organ and a wig really grabbed people. He is actually based on a real person. When I was at Palace Software we used to visit a certain pub regularly, and this guy would come in with a Hammond organ and his nephew who played the drums – and the drums would actually drown the organ out most of the time. He used to try and get people to sing along, and would give a nod and a wink to everyone who came in the door. I remember thinking 'that's a great character – he has got to go in."

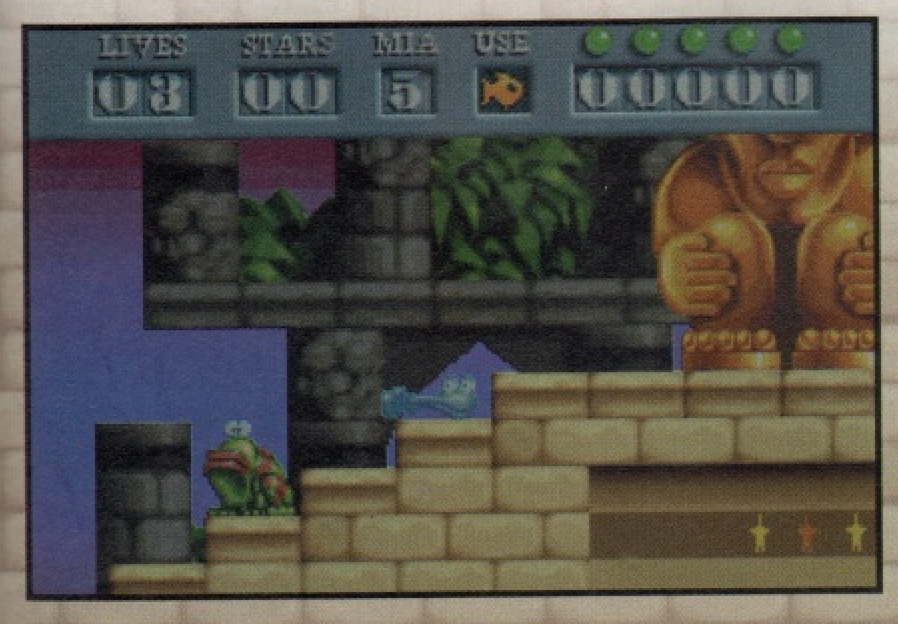
"Putty is made of Semtex this time around, instead of plasticine. He can now fire bits of himself at people, and leave bits of himself lying around, which then explode. You can attach a piece of Putty to gun emplacements, and take them out that way."

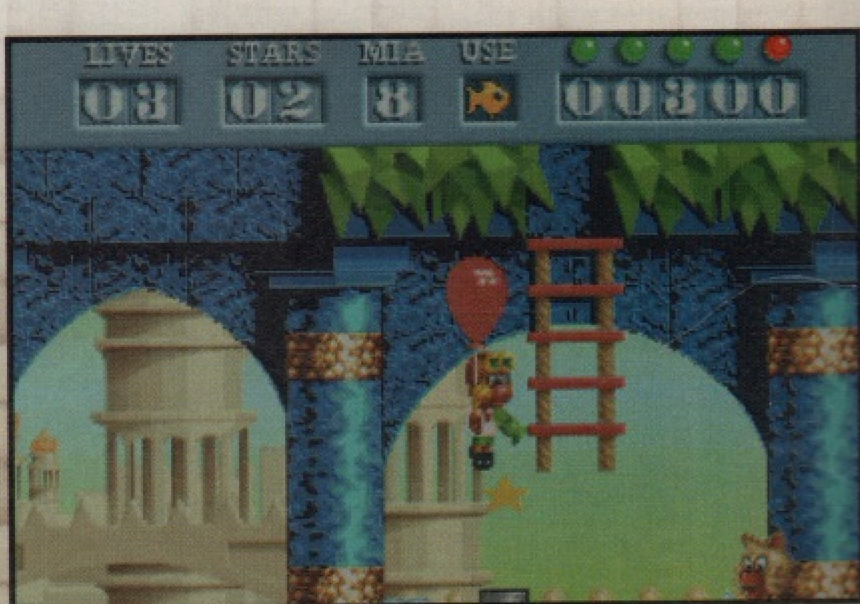
Other weapons include Putty's mutant powers, which can be charged up. There's a Super Punch, which is quite a basic one and there's a blowpipe which is a good long distance weapon. He can also carry an electric prod, like a cattle prod which blows things off the screen, while the ultimate weapon is the Terminator Putty mode, which releases a liquid mercury version of our flexible friend, taking care of everything on screen!

Phil continues, "We've tried to put in millions of tricks, gimmicks and bits of equipment. You can pick up things that have been left lying around, and you also have to scavenge for stuff. You can mould yourself into fireworks and fire Putty at the enemy. There's also a Putty Pod, which flies and drops bouncing bombs – and more!"

The game is nearing completion, so we will have a review next issue. If you like your action madcap, your fun slapstick and if you're into cartoon violence, then this could be just the one for you. We'll be back next month with more news on *Putty Squad*. CU







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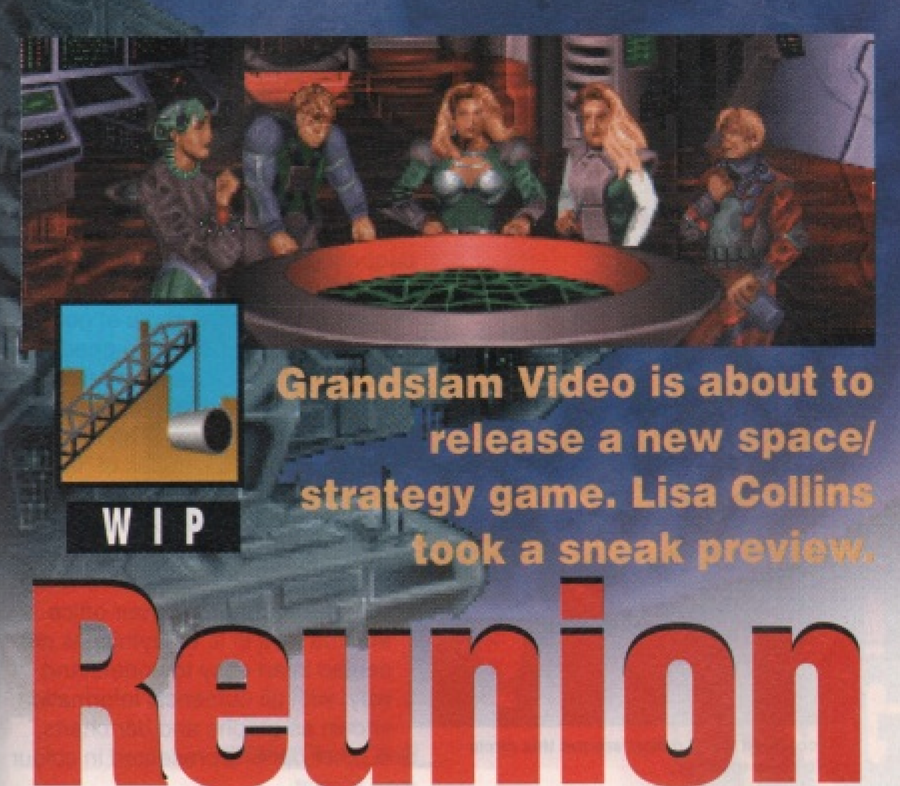
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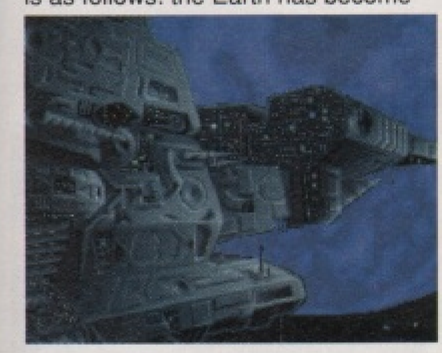


WIP

Grandslam Video is about to release a new space/strategy game. Lisa Collins took a sneak preview.

Reunion

Reunion is Grandslam's latest space/strategy game with lots of adventure elements thrown in. CU AMIGA took a sneaky early look at the game to find out more about it. The background to *Reunion* is as follows: the Earth has become



critically overpopulated and is groaning with the weight of the people crammed onto its surface. Enter the hyperdrive system. This system is a state-of-the-art sort of transformer which allows you to travel large distances in a relatively short time period. And what better way to solve the Earth's overpopulation problem than to transport some of its population into space.

So, two fully-equipped research ships, Explorer 1 and 2 set off to find a suitable planet where the boys and girls of planet earth can relocate to. Only Explorer 2, however, returns after successfully locating several habitable planets in the distant galaxy. But... Just as this ship enters orbit, a revolution starts on Earth which ends up in new world war. Now Explorer 2 is the only hope of escape.

Unfortunately, whilst escaping in space it gets hit by an asteroid and is unable to land anywhere. The crew escapes using safety pods, landing on a planet which has similar conditions to Earth. So it's up to them to build up a colony and start a new life.

ENTER THE HERO

This where you come in. You start off 200 years after the catastrophe as the leader of New Earth. In this respect, *Reunion* is every aspiring dictator's dream. You alone are responsible for the colony. You choose your own staff who build and design new inventions. You make all the political decisions when dealing with alien races and control the army in all aspects, whether it's defending New Earth or conquering a planet rich with minerals. You can send spies to enemy territories or you may pirate ore supplies or new technology from aliens.

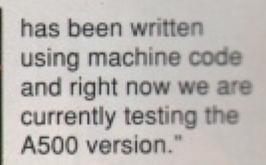
This dicatorship heaven is marred by one small factor – you must get your colony back to Earth. This is not an easy task. First of all, you are a few light years away from Earth. Secondly, the plans on how to build spaceships and hyperdrives are lost and finally you have to defend your colony from the multitude of hostile alien races that are lurking in the galaxy.

In order to get back to Earth, you must work your way through the game in a logical manner. For example, only after defeating the Morgui race will you be able to meet a Morgui pirate in the bar, and only if you have invented radio, can you decode alien transmissions going through space. These transmissions are what you then share with the Morgui pirate, whom you either pay in advance to raid alien ships, or with whom you share the cargo. Either way, you can make a lot of money, depending on the success of the pirate leader.

What makes *Reunion* special? The ground battle is just like *Dune II*, and the colony section is similar to *Sim City*. There are differences, however, for example if your people are not satisfied with your performance, they revolt and will choose a new leader – end of game. *Reunion* also has a very in-depth story-line and when you have completed it for the first time (which should take about 50 or 60 hours of continuous gameplay) you'll probably end up with some inventions not found or designed, so you may want to start all over again, exploring the full potential of the game.

The game has taken more than a year and a half to program. Why so long? Steve Sargent replies, "Amiga programming was more difficult than PC programming on this one, because the game had to run at the same speed as a 33MHz 386 (A500 has a processor speed of 7MHz).

Also, the A500 version includes 256 colour graphics with a special programming technique. The game has been written using machine code and right now we are currently testing the A500 version."



HOW BIG?

Reunion will be on five disks for the Amiga. On the specific A1200 version they are planning a 16Mb version which is about 10 disks compressed. .

There have been some problems along the way trying to condense this huge game for all Amigas: some sound effects had to left out from the A500 version, due to playability and size. If you only have one disk drive or 1Mb of RAM, the loading might be annoying sometimes. However, Grandslam are currently trying to minimalise the disk accessing. If extra RAM, disk drive or hard drive is detected, the game will support those in favour of gameplay speed. The A1200 specific version will be hard drive only, but with a lot of special features, like 0.5Mb samples, 0.5 Mb of music, extra animations, speech, 256 colours etc.

What are the plans for *Reunion* for the future? "There will be an Amiga CD specific version for A1200 with a superb three minutes intro. We are still trying to figure out a way how to save the game's 32Kbytes in the available 1Kybte SRAM of the CD32," says Steve.

Well, until then we'll just have to make do with looking at these superb screenshots. More news on *Reunion* coming soon.



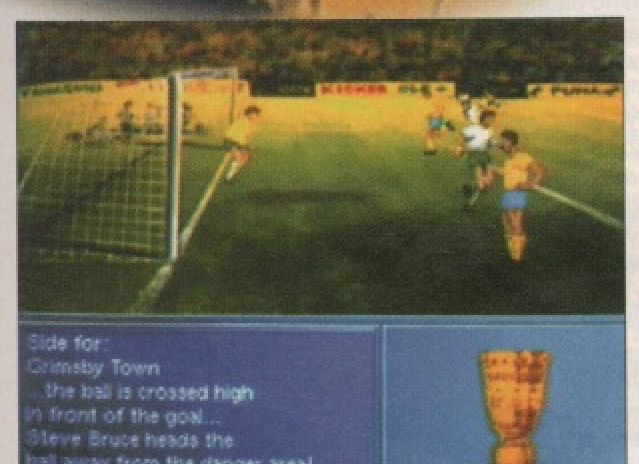






SPOT ON

German software house Ascon are about to return to the Amiga with their "soccer game to end all others". Tony Dillon joins in the fun.



(Above) From this screenshot the prized cup looks more like a badminton shuttle!

Germany, what a country. The home of my favourite liquid refreshments, the home of the pretzel, of lederhosen, and Black Forest Gateaux (I presume). Some people (mainly German mind) would also say that it is the home of Europe's finest soccer team (shut up Tony! – *the rest of the magazine*), and I'll bet that Ascon software would agree with them. Last seen in the shops with *The Patrician*, an adventure based around the exploits of an olde worlde shipping merchant and trader, Ascon have furled their sails and put on some smart football boots for the world cup.

FOOTBALL CRAZY

To give you some background information, *On The Ball* is the UK version of an extraordinarily successful German soccer game called *Anstoss*, which has been at the top of the German game charts for pretty much the whole of this year. It began as an independent project in 1989, developed on the Atari ST by a German student who was not only a great programmer, but a football fanatic too. Ascon became involved in 1992, and their aim was to beat the competition hands down. They wanted more atmosphere, more detail and more of a 'Saturday afternoon at the match' feel than any other simulation.





They set about transferring the original source to the Amiga, and then turning the skeleton of the game into the kind of football management simulation they knew they wanted to play. This meant less text menus, a simple layout and non-standard game options like getting your players to attack in a 'bruising' way, or to fake fouls and dive at every opportunity.

FOOTBALL MAD

A development team of 20 took on the task of making *On The Ball*, including features like live running commentary (which shows a lot more humour than many other games, with comments on how the crowd are responding plus particular players responses to goals and other events) and four-player interaction. In this mode, when the game highlights are being shown during the match, the TV style presentation allows you to flick between the four games as they happen. Ascon then realised that this sort of presentation would give the game the atmosphere to make it stand out from its sea of competitors.



Now come on boys, gather around this circle before I take my shot.

With this motivation, They became convinced that a strong graphical representation would be a key factor in the game, and particularly wanted to include animated TV style coverage of the match. They experimented with different techniques, including video animation, but none was satisfactory. Then they hit upon the idea of using actual illustrations, scanning them in frame by frame, and recolourising them on the computer as watercolours.

Two experienced illustrators were recruited from German TV, and together they spent over three months illustrating the action sequences. Altogether, they produced over 420 individual animated sequences including shots at goal, corners, penalties, fouls, feigned injuries and goals, all seen from different angles and different view points in the stadium. The final result is over 45 minutes of "live" animated action!

Ascon have tried to create a unique player interface as well. Again using highly attractive watercolour illustrations of your office and the toys in it, everything is presented in an easy to understand way, with all numerical information shown as graphs and bar charts, and other options presented in colour icon format.

There are two versions of *On The Ball* being released this summer – the World Cup edition available initially, soon followed by *On The Ball League Edition*. As I have said, the 21 day demo looks extremely promising, and although there aren't that many new options – what can you do with a soccer management game that hasn't been done before? – there is enough in there to make it worth looking out for. We will have a full review next issue, so watch this space! CU

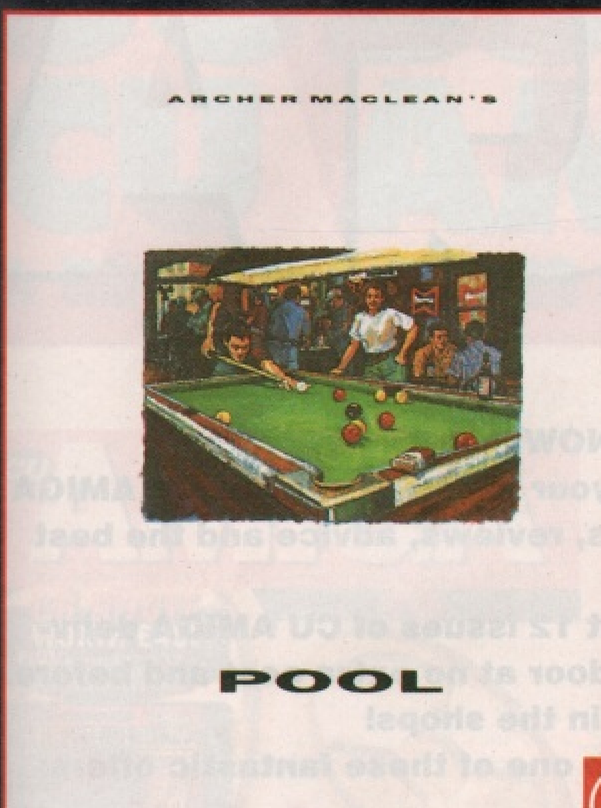


I rather like the little cameo role that the ref plays in this screenshot. Doesn't he look ghost-like stuck up in the corner of the screen.





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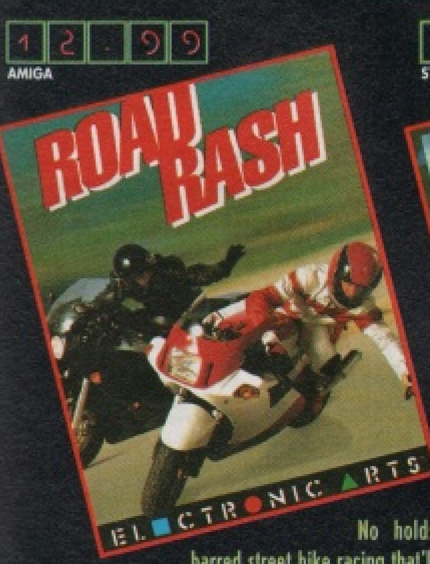
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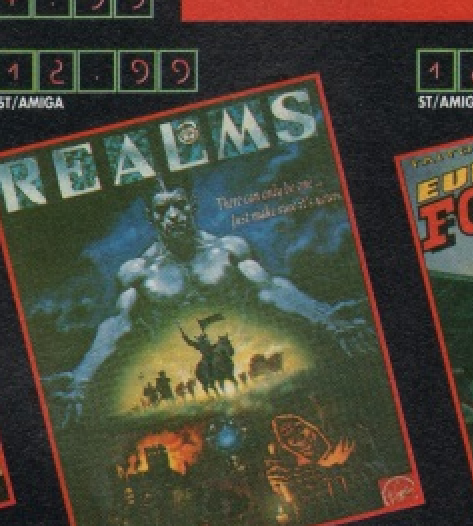


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Screen shots taken from various computer formats

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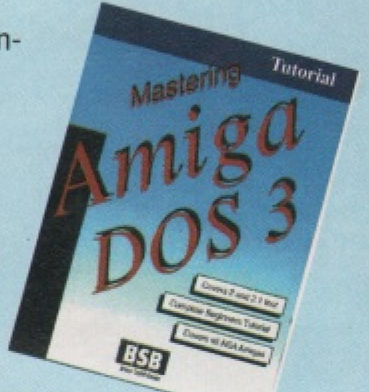
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Resolution improvement/enhancement	YES	YES	YES	YES	-
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Warm up time	<45 secs	<90 secs	<34 secs	<15 secs	<35 secs
First page of text output	<15 secs	<20 secs	<34 secs	<34 secs	<19 secs
Layout document description language included	YES	-	-	-	-
Flash ROM	YES	-	-	-	-
Flash ROM upgradeable firmware	YES	-	-	-	-
PCMCIA card slot	YES	-	-	-	-
Scaleable resident fonts - in HP LJ III emulation	8	13	26	8	-
Resident bit-mapped fonts	14	18	-	7	7
AGFA Intellifont scaleable font technology	YES	-	YES	YES	-
HP LaserJet III emulation included	YES	YES	YES	YES	-
EPSON FX emulation included	YES	YES	-	-	YES
IBM ProPrinter emulation included	YES	YES	-	-	-
Standard tray capacity	100	150	100	100	150
Cost per copy**	1.65p	1.80p	2.40p	2.10p	1.95p
Min-max paper weight in gsm	60-157	60-105	60-105	64-105	60-157
Able to print on OHP film	YES	YES	YES	YES	YES
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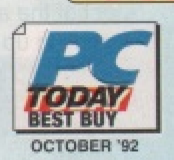
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That was then, and this is now as the song goes, and the young Prince has come of age. He has returned to the castle to reclaim his rightful place on the throne. However, he's still only a little fellow, and not the brightest of lads. As a result he needs you to guide him through the rooms of his previous home to stake his claim. A simple plot, and some might even say it's a little twee, but it sets the scene for a ground breaking piece of software because *Valhalla* is the world's first floppy disk-based talking adventure.

OOOH...

Yes, it might sound a little far fetched, but *Valhalla* is one hell of a game. Viewed from above rather than via the now-traditional Lucasarts side on view, you have to walk the young Prince around the castle, solving logical puzzles in order to open the gate at the end to the next level. On paper that sounds considerably easier than it actually is in practice, but then you'll know that if you've played this month's coverdisk.

Most of the adventure is based upon picking up objects and using them in certain locations, essentially pairing up items to create new ones, which are then used to open doors, reveal traps or just solve other puzzles. The trick to the game is making the connection between objects. Everyone knows that you use a key in a door, but what do you do with the Eye Of The Beholder? Earlier on in the level you will have passed the Water Of Beauty, so it shouldn't be too difficult to work out what to do with the Eye Of The Beholder. (Hint: "Beauty is in the eye of the beholder...")

YOU LITTLE...

There are only four levels to the castle, but even so this has to be one of the largest adventures ever released. To give you some idea of the sheer size of the levels, the area you can see on screen at any one time is five tiles wide by five tiles deep. The actual map size is around 100 tiles across by a 100 tiles deep! Even if you were only visiting each location once, there's still 400 screens per level to visit, and that's even before you've started to do any puzzle solving.

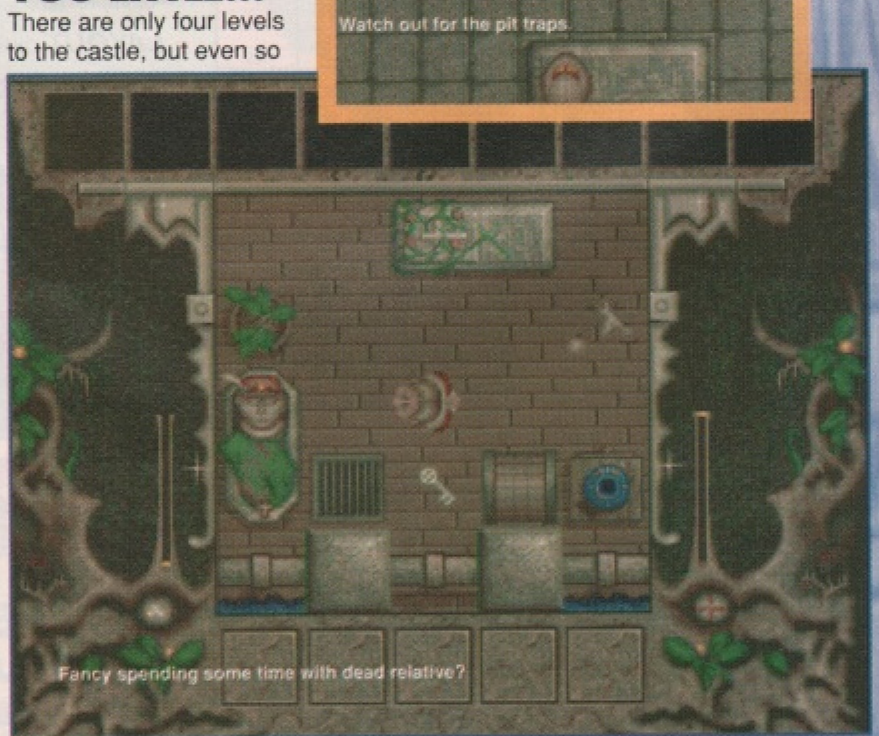
One of the nice things about this game is the fact that, although it's huge, you can get straight into it without even glancing at a manual. The controls have been designed so that you spend as little time as possible figuring out how to do something and more time thinking of what to do with an object.

Moving the joystick in one of the four main joystick directions makes the character walk in that direction, and pressing the fire button brings up the very simple menu, containing only five icons. With these you can look at an object, pick up/drop it, use it on the object directly in front of the character and load/save the game. The icons are intelligent enough to work out what you mean when you 'operate' an item, for example if you operate a key and you're in front of a door, it will open the door for you, provided it's the correct key.

If you've already played the coverdisk demo this issue, then you're probably already sold on the idea of an adventure that talks to you, and if there is one aspect of this adventure that will sell *Valhalla* well is the fact that it can talk to you. It's such a simple idea, but it works so well. Basically, all Vulcan have done



Watch out for the pit traps.





is take out the little text messages you usually get in a game, like "It's a key" and "I can't do that", and replaced them with samples of the main character saying it. Although this shouldn't really make very much difference to the actual adventure itself, it adds a whole new level of character to the game.

After a while, and I know this sounds soppy, but you really get to like the little guy. He really does have his own sense of humour, although he does start to get cocky as the game develops. On the first level, for example, he'll tell that you he's scared whenever he opens a door. On the second level, he'll tell you that he's not really scared.

On the third level he'll tell you that he's raring to go, and as for the last level, well I wouldn't want to spoil the surprise.

That said, the end sequence is one of the most tear-jerkingly, heart-rending pieces of animation ever seen in a game. But you'll have to get there yourself if you want to know what happens.

BEAUTY

The game comes on six disks, which you might think would create all sorts of problems when running from floppy disk. Not at all, I say. The first two disks contain the entire game, which is loaded and held in memory from the start. The last four disks contain the speech for each level, and are only accessed when something is said. All the phrases are quite short, so the lag between selecting an icon and the Prince speaking to you is just under a second. When running from hard drive, the lag is unnoticeable. As the saved game files are saved on the speech disks, you don't even swop disks when saving your position!

Although the premise is quite simple, the actual adventure is extremely taxing. After playing it for a week and a half I managed to get through the first level, and the second looks like it will take twice as long, and as for the later levels? Most of the puzzles are logical enough, provided you have all the information to make a logical guess. Very nicely presented, and extremely well written, *Valhalla And The Lord Of Infinity* is a game that will make Vulcan Software a household name and very rich to boot. CU



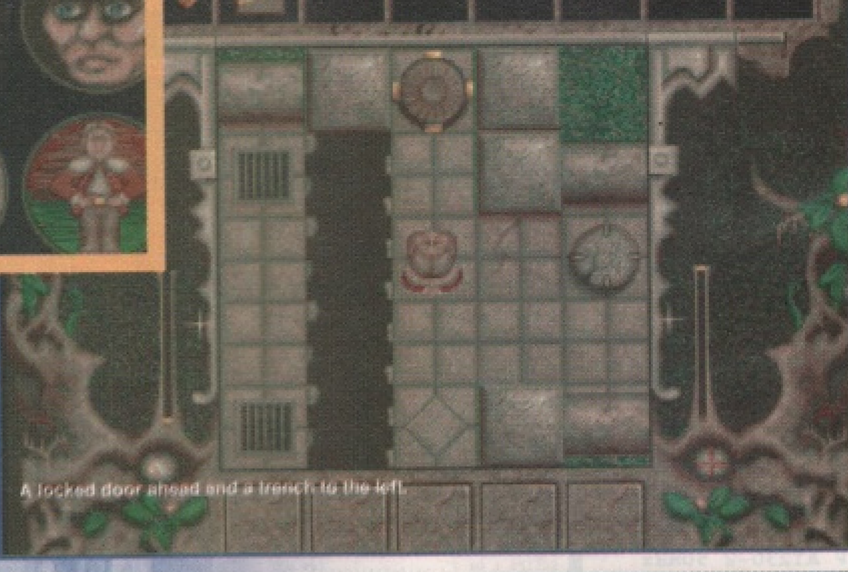
All these puzzles in such a small space.

A nice shot from the intro.

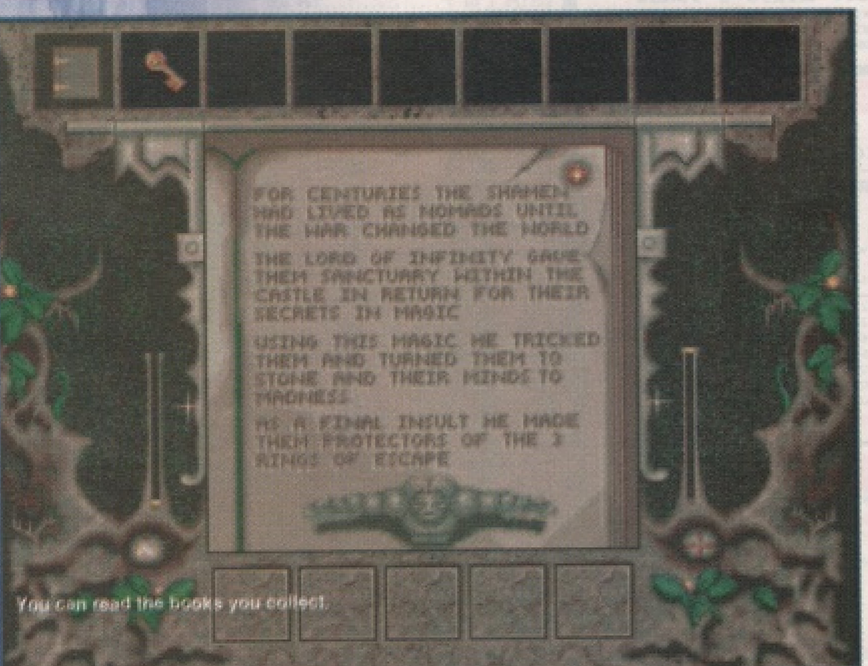


To give you some idea of how puzzle-deep the game is, here's the first few puzzles from level one, and the area they are played in. First of all, you are faced with a grill, a carnivore's head, a chest and a locked door. Looking around the room you spy a small hole in the tiles on the floor. Operating the hole opens it, revealing a chicken leg. If you pick it up and try to feed it to the carnivore, it isn't interested. So you drop it on the grill, at which point it turns brown. Collecting it from the grill, you try it on the carnivore again, who accepts it this time and opens the door for you.

And all this happens on an area of the level no bigger than the screen. Not all puzzles are of this size though. Many are spread all over the level, and you may well find an object on the opposite side of the level to where it is meant to be used.



A locked door ahead and a trench to the left.



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RELEASE DATE:	JULY
GENRE:	ADVENTURE
TEAM:	PAUL CARRINGTON (CODING, GFX), LISA TUNNAH (DESIGN)
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	6
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	86%
SOUND	95%
LASTABILITY	92%
PLAYABILITY	88%

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Banshee

To the bunkers with you! Core have recreated the shoot 'em up, and Tony Dillon's gone machine gun mad! Aaargh!

CU AMIGA SCREEN STAR



Kill, kill, kill, kill, kill, kill, kill, kill, kill, huh-huh!

Bandits at twelve o'clock.

It's interesting to note that with all the technological breakthroughs in the last ten years, the one thing that many gamesplayers love is a blast from the past, and Core Design's latest offering is a tasty morsel to fill that appetite. One of the most influential shoot 'em ups ever has to have been the wonderful Bally Midway coin op *1942*, an air-borne tale of death and destruction over land and sea. This was then



followed up with the less successful *1943*, and then by the more popular than ever *Flying Shark*. The formula was always the same – you piloted a poorly armed bi-plane over enemy territory, blasting airbound targets and ground based opposition alike, powering up your weapons as you went along, without scruples or morals, with the eventual aim of killing everything that ever lived. In these politically correct times, of course, such a game could never exist happily, could it?

Core obviously don't think so, as *Banshee* clearly proves. The two designers and creators of the game, Danish duo Soren and Jacob are happy to admit that they have borrowed many ideas from the classic coin ops mentioned above, but have added enough of their own flavour to make it original.

Still, here's some plot to keep you lot happy. The year is 1999, and no world wars have ever taken place. Mankind has evolved and developed along a completely different thread, and now we have finally reached a state of war. Unfortunately, technology is still quite primitive (this is where the bi-plane comes in), and not many people are actually that skilled at fighting. Enter you, ace pilot extraordinaire to save the day, or not as the case may be.

Set over four levels with increasing difficulty, *Banshee* starts out over the familiar *1942* landscape of sea and beaches, but soon evolves into towns and cities, deserts, snow scapes, swamps and eventually a hi-tech warzone where everything is thrown at you. Of course you are attacked every step of the way, and every so often you have to fight a bad guy who is not only much larger than you, but also takes considerably more hits than you to destroy. Killing some enemies leaves behind floating icons, that can be collected and used to increase your weapons capabilities from a simple forward firing cannon to eight-way missiles, homing bullets and smart bombs. But you didn't really need me to tell you any of that, did you?



The game looks fantastic, and considering it's A1200 only, so it should. No expense has been spared on the graphics, with over 3,000 frames of animation in all, covering everything from planes exploding to little men racing across the screen with their heads on fire because you have just blown up the truck they were driving in. Entering a secret code gets you into the really slick stuff, however, and I'm not going to spoil the surprise and tell you what sort of thing happens there!

One idea that has been quite liberally lifted from *1942* is the barrel roll. When things get too difficult, hitting the space bar (or the second fire button if you're playing with a joypad), your plane races to the top of the screen, where it performs a mammoth loop, which takes it back to the bottom of the screen. While it is doing this, it is completely invincible, although it can still damage other craft by smashing into them while it is doing this. A very handy tool to have, I think you'll agree. However, you are limited to the number of rolls you can actually perform, and although you can collect more in the shape of power ups, you still need to use them very sparingly indeed.

Banshee is a very difficult game. There are always plenty of horrible ways to die, and you won't be able to let your concentration lapse for a moment. Not that you would really want to, as it is fiendishly addictive. With all the playability of a classic game of old, *Banshee* is one AGA title that no self respecting A1200 owner should be without.

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TEAM:	IN HOUSE
CONTROLS:	JOYSTICK, JOYPAD
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	2
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GRAPHICS	94%
SOUND	87%
LASTABILITY	89%
PLAYABILITY	91%

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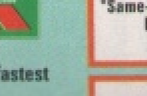
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BENEFACTOR

AMIGA SCREEN STAR



Merry Man number one winches up Merry Man number two on the first part of the forest level.

"What sort of benefactor is this then?" Cried Alan Dykes as he searched Psygnosis' box for cash or the deeds to a stately home in rural blighty. As usual he had got it all wrong.

B*enefactor* is not the game of the story of a kindly old man who bequeaths a fortune to some unsuspecting soul or charity. It is the game of the story of a kindly *young* man who happens to be an interplanetary do-gooder, an expert deep space survivor, and the owner of the naffest tracksuit and trainers combination seen this side of *Rocky 1*. Ben E. Factor is his name (and an original one at that – it ranks up there alongside D. Fens) and helping helpless people is his game.

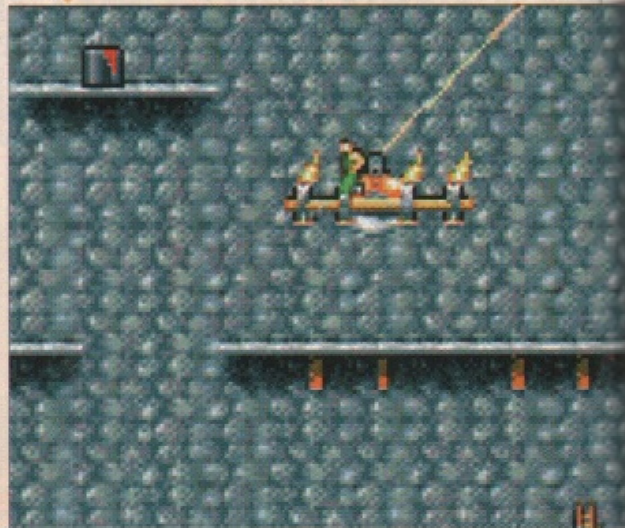
And the people of Lullyat are in dire need of help. Known collectively as the Merry Men they are a happy race of souls whose tranquil life has been ruined by hostile neighbours (the Miniatians) who have imprisoned some of their leaders on the six moons of Minniat and stolen their most precious and joy giving icon, the Rainbow Machine.

A one-player game, *Benefactor* can best be described as a cross between *Prince Of Persia* and *Lemmings*. The main sprite, although small, is reasonably detailed (you can see his goofy tracksuit) and he moves smoothly. Running, jumping, climbing and rolling are all executed in a manner reminiscent of *Prince*, while the main object of the game – rescuing the Merry Men on each of the six moons – is the bit that's reminiscent of *Lemmings*.



Right, step on that button then laddie. He can't wait all day you know.

On each level there are several Merry Men to release, but getting the sequence right is very important. Merry Men can fix ladders and winches, chop their way through levels and operate mechanisms, all of which are designed to help you free others or help the little grey men get to the colouring machine. There is a map function which allows you scan the entire level and this helps you locate keys, Merry Men and enemies.



Ben uses a gigantic chandelier to reach a pot of paint.

Most Merry Men are well rounded individuals, and this is reflected in their bright colouring. But there are a few who are more trouble than they're worth – the grey ones mentioned above. Naughty devils to a man, these little lads need to be whisked away to a colouring machine pronto, before they send you to an early grave. Like sleepwalkers, grey Merry Men will keep going until they either walk over the edge of a precipice or are smartened up with the colouring machine. Thus you have to keep a close eye on them, picking them up and depositing them back to safety every now and then. In fact this game sounds as though it should have been sponsored by Benetton: simply by making Merry Men more colourful life immediately improves. Art mirrors life, eh? Or something.

ENEMIES

No game would be complete without enemies and the moons of Minniat are absolutely swarming with them: though moon men they ain't. It would appear that the Minniatians have kicked every single nasty creature off their planet and on to these moons in order to make Ben and the Merry Men's life a misery. Ghosts, snakes, slugs, birds of prey, walking skulls, bees, bats and strange bendy monsters are but a few of the creatures in the way, while all sorts of platforms, ladders and mechanical winches (which need the right component to work) also conspire to hold up the hero. In this respect the Merry Men can be very useful, standing on buttons and pulling levers to make you more mobile.

There is an energy bar along the bottom of the screen and under normal circumstances it's quite difficult to kill yourself, however, fall through one of the trapdoors or run off the edge of a tree without bouncing first and you'll end up dead as a dodo. Another way to finish the game quicker than Lindford Christie in the 100m dash is to allow one of your Merry Men to stray off the edge of a



Time for one of those enormous leaps





Ben gets a helping hand from a surprising strong MM.

platform or fall into some wate.. As mentioned before you have to watch them carefully and carry or throw them to safety when necessary. As well as the usual walking and running routines Ben can crouch, roll forward, jump short or long distances, pick up and store or drop objects. Creatures or shots that can't be avoided one way can usually be jumped past by other means, and brain power is just as important as fast reactions here.

HANDS UP. IT'S A PICK-UP

Picking up objects is also very important. There are the usual power ups to aim for but the most essential things to pick up are keys (which open doors and cages) and Merry Men (yes you have to carry them around too if you want to get things done quickly). Other objects of note are: cogs (which, in the hands of the Merry Men help fix ladders and mechanisms), axes and weights.

Basically, although Ben is fast and strong, he can't do any fixing or fighting himself so rescuing Merry Men is really a two way thing – you need them as much as they need you.

There are six moons, each of which has several zones that inevitably get progressively larger and more difficult as you go along. Strange climates and scenery abound in *Benefactor* and during the game you will encounter everything from forests to castles, stopping off along the way for some Egyptian action and a chilly encounter on the ice moon.

Planning a release strategy is essential for completing each level so the mini map on the bottom left hand side of the screen is useful as it gives you some indication of your location and that of the Merry Men. However, by pressing the M button on the keyboard you can scroll around the full size map at your leisure – which is highly recommended. Pressing the fire button returns you to play mode again.

WELL, IT'S GOOD THEN EH?

I must say, when I first started to play *Benefactor* I was mightily disappointed. I couldn't manage to get my little man to jump far enough, so he kept dying. I also didn't really see the point of rescuing those little *Lemming* lookalikes, I mean, come on where's the fun? Things soon changed. The first problem was remedied when I changed joysticks – I suddenly found that Ben could jump twice as far, and all those platforms were, after all, well within reach.

The second problem was remedied after I had played *Benefactor* with my new 'stick for an hour or two. Once you actually get the Merry Men working for you, anything becomes possible. They have a lot of *Lemmings* cuteness and each level poses new dangers and opportunities for them. You just can't stop sitting back with smug smile on your face when you've set one of them up to winch Ben to safety after you've bungeed him into a difficult spot.

The colourful background graphics work really well; my only real criticism being that it can be difficult to tell where a platform begins or ends on some levels, or indeed if that enemy is actually going to hit you.



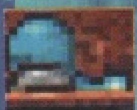
That helpful Merry Man hanging from the lever has just opened a ledge.

The sprites are cute (if a tad small) and, once you get used to the various moves, you can really get down to the business of enjoying the game.

It might not look very special when you first load up, but if there was ever a prize for games which improve with playing time, *Benefactor* would definitely be shortlisted, and would possibly win it. An incredibly addictive cross between platform and puzzle action that will take a while to finish, but will keep you entertained all along the way.

SOME OF THOSE ENEMIES AGAIN

Never, ever, visit one of the moons of Miniat on a package holiday. If you thought Marbella was chock full of reprobates then check this small selection of *Benefactor*'s baddies out.



The blind, blue slug. He's slow, but if your joystick doesn't work (like mine at first) he'll drain away some of your life. Not a serious threat though, as long as you are quick on the joystick.



Rock man. Fast but not fast enough. Guaranteed to lose you some energy but easy enough to avoid in the long run (hint, hint). He actually looks much worse than he really is.



Dragon worm. This one's a bit unexpected at first. One minute you're prancing merrily along, next you're having your butt fried. Very easy to jump over though. Bring along a barbie.



Green nasty. Bit tricky this one because he's about three times faster than you. If you get caught in the open he'll drain your life, so you'd better stay well clear of him unless you want to feel like a pancake.



The teeth of doom. You'll never walk over a manhole with confidence again. These guys come from nowhere and the only way to avoid them is to do chin ups on the bar above.



Rock man with giant back scrubber. Go near the back scrubber and it'll kill you instantly. It is possible to jump over it and use the platforms on the way back, but there are no second chances.

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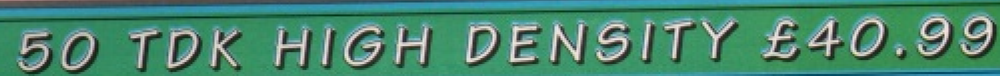
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RELEASE DATE:	JUNE
GENRE:	PLATFORM
TEAM:	DIGITAL ILLUSIONS
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

GRAPHICS	79%
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Quite an original platform puzzler, with plenty of long-term addiction.

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Access

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World Cup fever passes boiling point as Empire Software join in the fun. Tony Dillon screws his studs in once more.

EMPIRE SOCCER

AMIGA SCREEN STAR





It's all fast paced action in these screenshots. Left: all four players look at the ball, then it's mano et mano and, finally, the one against four routine. Hardly earth shattering stuff. But never mind because there are loads of fancy tricks in the game such as Super Barge, Super Dribbling and Super Shots.



"Oh no," I cried. Not another one, please! "But you are Games Editor", said the rest of the team, "and for the privilege of playing all the latest games, you have to review your share of the soccer ones." "But I can't", I called back from my pit of desperation, "I've seen everything there is to see in a football game, and there is no way I can think of anything original to write!" "Don't you worry", came Big Al's soothing tones, "this one will be different. This one is original. This one has nothing to do with *Sensible Soccer*."

Well, as they always say, the Ed knows best, and it looks like this time he was right yet again *(okay, enough grovelling – Alan)*. Empire Software are the latest in a very long line of software houses to release a soccer game based upon the World Cup, and like *Sierra Soccer* before them it has enough original points to make it worth a look.

To begin with, though, I would like to make it clear immediately that this is not the most sensible soccer game ever, and I mean that with no pun intended. Up until now, and in fact since the dawn of computer soccer games, developers have strived to make their game the fastest, the most accurate, the most realistic, the most controllable, the game with the most moves in the world and so on, and to be honest quite a few of them seem to have lost the plot along the way, dropping straightforward playability in favour of fifteen different types of bicycle kick and more complicated joystick manoeuvres than a left-handed game of *Mortal Kombat*.

STAR PLAYERS

Before each match you can choose the special ability you want your team to have. Naturally, if you have two completely mismatched teams, then you are going to need some kind of extra feature to even things out slightly, and Empire have added quite a few special moves to make playing just that little bit more interesting. There's the Super Barge, for example, which when selected makes any player you come in contact with collapse on the ground. Or Super Dribbling, which makes the ball stick to your feet for a limited amount of time. There are also banana shots and Super Shots, which fire the ball at five times normal speed towards the goal. One of the game's most original features, this adds an extra layer of fun to an already smart game.

Empire Soccer is very different. If I were to compare it to anything, it would have to be the original Sensible Software soccer game, *MicroProse Soccer* or even the old arcade classic *Fighting Soccer*. It has very large sprites, way out of scale with the rest of the pitch, who can only do a small number of different kicks and tackles. It has a comical referee who trips, falls over and can even be fouled. The goalkeeper can receive a back pass, and then run as an attacker to the other end of the pitch, where, if you play him well, he can even score! This is certainly not the most realistic or accurate football game ever, and that is the main reason why I like it so much.

This game requires almost no practice at all before you can race all over the pitch, passing smoothly and chopping down other players here, there and everywhere. It's simple. It's fun. You can play anyone at it, and as long as they know how to use a joystick, they've got a fighting chance of beating you. If I were to compare football games to card games, then *Empire Soccer* is to *Goal!* what Snap is to Bridge.

The big concern is, of course, how long will you play it for? Obviously, if it takes no time at all to get into, then there should be every chance that it will also take no time at all to get out of. This would probably be true were it not such a great two-player game. Like any good soccer game, after a few minutes of play you find yourself on the edge of your seat, leaning into the screen and mentally shouting at your players to get to the ball, if not actually shouting out loud!

It isn't as smooth and fluid as *Sensible*. It doesn't have as many options as *Goal!* It wasn't programmed by Dino Dini, or based on any real licence, but at the end of the day *Empire Soccer* is a damn fun game, and that makes it a winner in my book. CU

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NUMBER OF PLAYERS:	8
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SOUND	84%
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THE INCREDIBLE CRASH DUMMIES

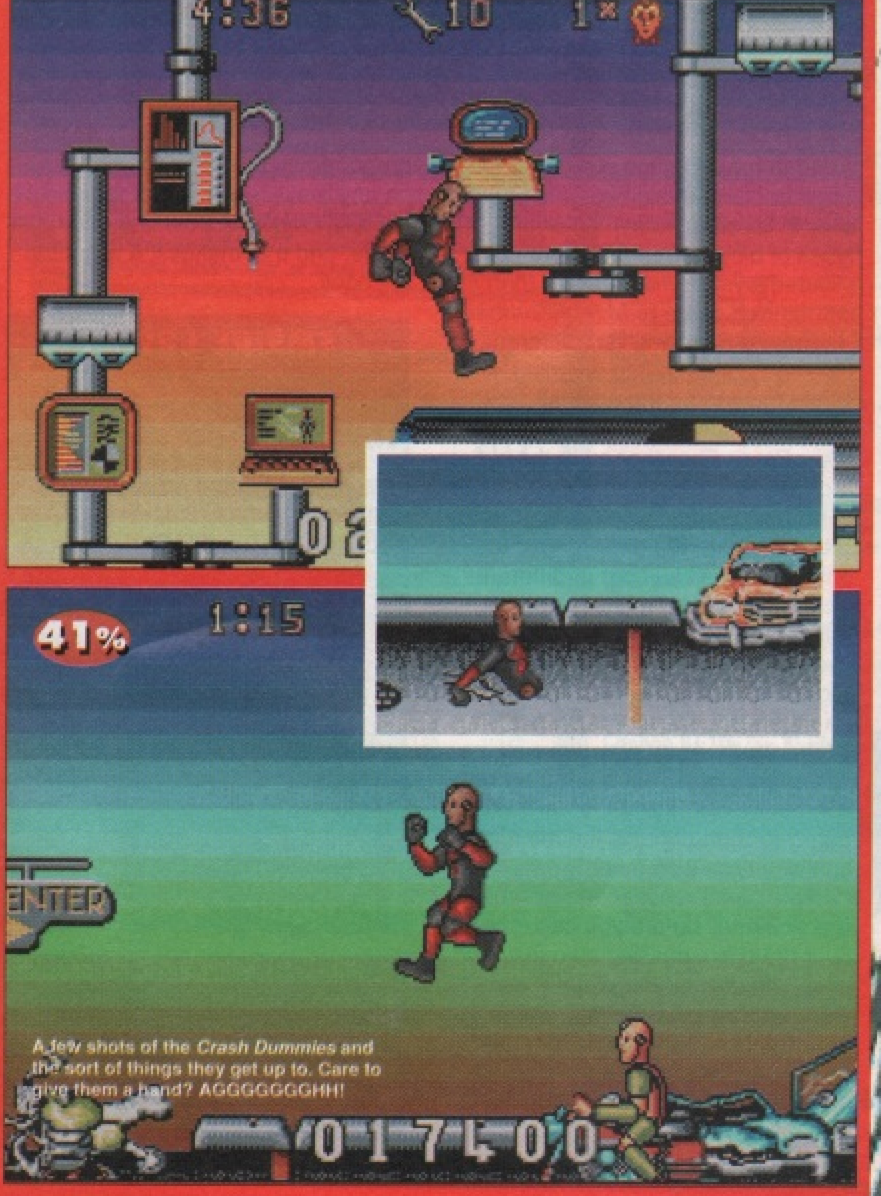
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What do you call a man with no arms and no legs in a swimming pool? Well, okay, perhaps that joke doesn't have a lot to do with computer games, but it does have a lot in common with Virgin's latest licence. There are some parents who think that the idea of a toy that your child can mutilate and run mock car accidents in is a bit sick. After playing this game I am inclined to agree. We've had games where players are blown to pieces, set fire to, bombed and generally wiped out. Okay, we've become immunised to all of that at this stage, but seeing a main sprite reduced from a fully-formed person to a double amputee is more than a little disturbing.

The whole thing happens in a large car factory disguised as a platform game. You control one of the infamous *Crash Dummies* in its quest to, well, get to the end really. As it runs, jumps, crawls, slides and collapses through each level, you must try not to get hit by anything, as every collision results in the loss of a limb. If you lose all four, its head comes off and you lose a life.

Crash Dummies is a very, very unplayable game. The controls are as sluggish as a blunt knife being dragged slowly through set tar, while the collision detection is decidedly bandy. The main character seems to moonwalk everywhere, never quite touching the ground and, for some reason, you can move considerably faster without legs than when with. The game looks awful too, with garish colours and the sort of animation that wouldn't have looked out of place five or six years ago, while the sound consists of an irritating tune and a small handful of sound effects. Avoid.

Tony Dillon



A few shots of the *Crash Dummies* and the sort of things they get up to. Care to give them a hand? AGGGGGGGHH!

OUT TO LUNCH

MINDSCAPE OUT NOW £25.99



This game must be a vegetarian's dream – all that fibre!



Ahh– what a cute little tomato.

For some reason, software houses always bring large foam costumes of game characters to the ECTS. Every year we are faced with *Robocod*, *Zool* and a whole host of others. At this year's Spring ECTS there was a new guy in town – a seven foot chef with a large jaw and a fixed grin. This particular maniac, with a penchant for bowing and opening doors for people was introduced as Pierre Le Chef – Mindscape's new personality.

In Pierre's world, food does not like to be cooked, and who can really blame it. Rather than sit in the pantry or refrigerator like your normal fruit and vegetables, these ones are wild, and have to be caught before they can be cooked. Enter Pierre Le Chef – a cross between Egon Ronay and John Rambo.

In his seemingly endless quest, Pierre has to travel through six countries of the world, collecting food for his local recipes while avoiding the bacteria and plagues that chase him around each level. At the start of each level you are told how many items of food you need to collect with your large net, and then away you go, bouncing around the huge scrolling landscape, leaping from platform to platform, swiping potatoes and tomatoes, and avoiding the clutches of the evil Chef Noir. Once you have all your vegetables, drop them in the cage to trap them, and then leap through the exit to the next level.

Out To Lunch is a simple game, yet it is addictive enough to keep you playing. The variety of landscapes gives you enough challenge on each level to warrant continuing on, and the plethora of enemies, from leaping potatoes to the terrible Black Chef are enough to keep you on your toes. This is a very cute game, and your heart really goes out for the mushrooms who hop away from Pierre as soon as they see him. *Out to Lunch* is very console-like, which isn't surprising as that is where it came from in the first place. A competent, if unexceptional game with plenty of fun and frolics.

Tony Dillon

SWITZERLAND

PLAYER 1 LEVEL 2

Ha eh ah eh... come here little mushroom.



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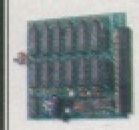


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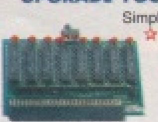
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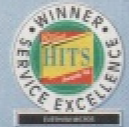
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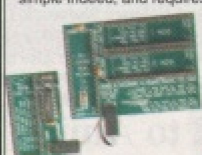
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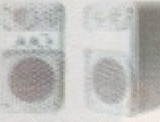

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Elfmania

The most unlikely-named beat 'em up ever is finally ready. So we got a most unlikely-named journalist to check it out. Alan Dykes puts on his plastic Spock ears and gets fighting.

Wey hey – pancake city unless Taiki can get out of the way!

Beautiful, colourful or cute things can often be the most dangerous – they can lull you into a false sense of security and then striking out when least expected, stunning you like a rocket-charged python. *Elfmania* is such a thing. Who would have thought, after *Streetfighter 2, Body Blows* and *Mortal Kombat*, that what's basically a bunch of fighting fairies would inspire an office into aggressive bouts of one-on-one fisticuffs and high-pitched screaming.

I had my doubts when I first saw it. What are all these coins doing bouncing around the screen, eh? And what about those little bits of treasure? I mean, things don't happen like this on the street! However, once the action really started, I was hooked

For one or two players, *Elfmania* is 'set' in the mythical land of Muhmulandia, a land of elves. The challenge is to be crowned king of the elves and to do so you have to defeat the current king. Muhmulandia is divided up into 36 counties and you need to (rather undemocratically I have to say) defeat fighters from only six consecutive counties to win the crown. But it's not as simple as it sounds.



Janika gives it some electric guitar after winning.

In single-player mode you start off with cash in the form coins which buy the services of fighters. More experienced ones cost more dosh, so at the beginning you can only choose between one of three characters, who cost $75 each. Beating the hell out of each enemy (in a very nice elf-like fashion, of course) gives you more coins, allowing you to hire tougher fighters for later bouts.

Starting at any point on the introductory map you fight either vertically or horizontally in a straight line until you are beaten, then, because you need six counties in a row to beat the king, you'll need to change direction. Until you're beaten again of course. (If this is difficult to get a grip of check out the map screen on the bottom of this very page.)

In two-player mode you can have a quick flick through the fighters and, well, I never knew that elves had such a varied racial culture. There's a sumo wrestling Japanelf, a vicious and contemptible sword wielding Turkelf and a king equipped with a fiendishly destructive mallet. These three constitute the toughest enemies, but because everyone is yours for a price, if you win enough bouts, you can hire these blighters later on in the game.



(Above) The not very exciting 'bum' move. (Below) Yo! Lard-ass wins. And not a single drop of blood.

This last function is useful because although the initial three fighters will see you through the first round or two, you'll get nowhere with them later on, thus it's a good idea to move around a bit on the map and win as many fights as possible against weaker opponents, gaining cash in the process, and hiring a more advanced fighter before you move onto the next county in your line of conquest. Fighters'



The map screen. Player 2 (me) has won a straight line of Xs against Player 1s lousy two Os.



Oy! Not fair. How come he gets to have a big sword.

strengths are indicated by stars and, of course, by their price tag. Remember, if you're crap enough to lose all your coins (by having the stuffing kicked out of you) then you lose the game.

If all of this sounds unnecessarily complicated, then I'm sure Terramarque will be delighted – *Elfmania* isn't intended to be just another mindless beat-'em-all-in-the-correct-order game, it involves working out a strategy to win, watching your cash flow and generally being a sharp-witted geezer.

There are no complicated, hidden moves. The standard ones – punching, kicking, stabbing, defending and a host of others (including one of the sumo's that could be best described as 'bumming') are easy to execute, and although each fighter has a special spinning move it doesn't involve amazing feats of joystick jugglery to complete. The coins which are dropped by each fighter when hit add an extra dimension to gameplay. After you've walloped someone, step back, hit their cash and it'll earn you extra points while damaging them even more.

Another welcome addition to the game is its artificial intelligence system. Some players (I'm not mentioning names, but you're bound to know one) tend to find a single move which works consistently. We all know the type: they find out how to make Blanka spin every time they even look at the joystick and so win almost every game. *Elfmania* has been designed to outsmart to this sort of japery, so tough luck sad single-move players, your time of reckoning has arrived.

But what would all of this be if the blasted thing didn't look and move in a top-class manner. Not only does *Elfmania* win hands down in the colourful and clear graphics stakes, it also kicks ass in the scrolling department. Example: the fighting area is about two screens wide, so what happens when one of the elven pugilists runs for cover? Does the game go into shake-ooops-disk access-ah-that's-better mode? No! And I mean that emphatically. You can follow him or her immediately and with a minimum of fuss.

The sound is excellent too. Running it through a monitor was okay, but you really do get some nice stereo effects and the full benefit of the music if you link it up to a more powerful stereo system. All of which leads me to believe that, despite its cutesy appearance, *Elfmania* has won its own six fights, is about to collect a wagon load of real coins of the realm and become king of Amiga beat 'em ups.

Okay, a cute beat 'em up might sound perverse but *Elfmania* has managed to prove two things: 1)Consoles are not the only place you can find decent beat 'em ups; 2)You don't have to rip anyone's head off, have blood spouting everywhere and have special moves that are about as easy to execute as an American mass murderer to produce a top class, strategic and fun game. Very well done. CU

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RELEASE DATE:	JUNE
GENRE:	BEAT 'EM UP
TEAM:	TERRAMARQUE
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	2
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

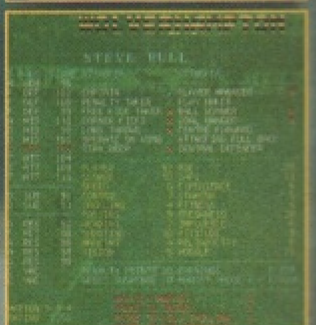
GRAPHICS	92%
SOUND	89%
LASTABILITY	90%
PLAYABILITY	87%

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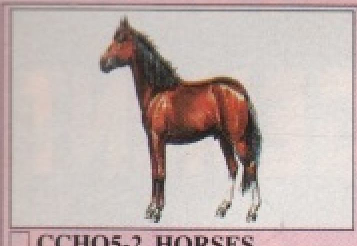


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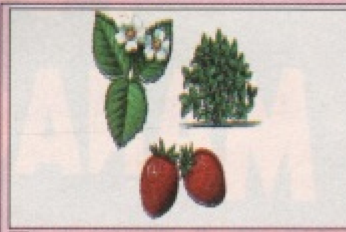
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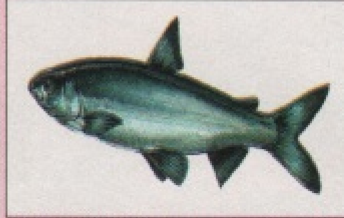
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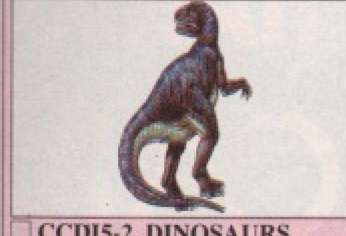
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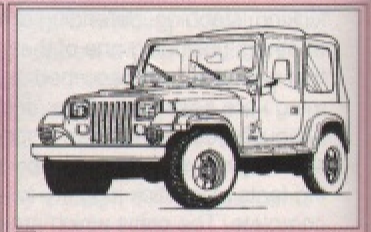
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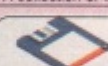
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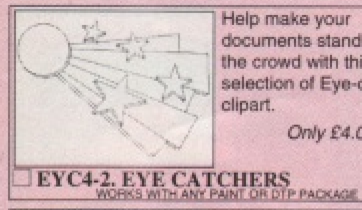
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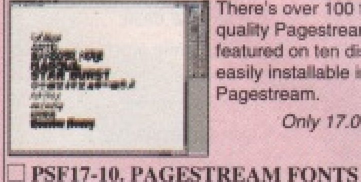
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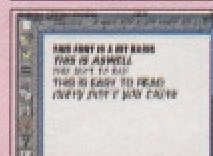
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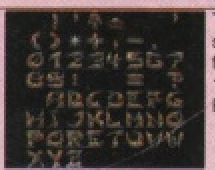
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TRAPS AND TREASURES

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Captain Flynn is having a really bad day. Not only has he lost his ship on the rocks of a foreign island, but all his crew have been kidnapped as well. Being the hardy sea dog that he is, he won't let any minor things like the fact he's only got one leg and that his parrot has flown off with next door's budgie get to him. He will save the crew and recover a ship if it's the last thing he ever does. Apparently.

To get a new ship and reclaim his crew, he has to partake in a four-way scrolling platform game, leaping from lip to lip, collecting objects and stabbing all manner of opponents, from sharks to shell fish, from pirates to princes, with his cutlass. It's all very standard fare, with coloured keys opening coloured doors, and various other power ups opening certain parts of the map. We've all seen it before, and we know how it all works.

As usual there are all sorts of bonus levels and sections, which are discovered by collecting parts of a treasure map on each level. When you have collected all the different parts of the map, you are then transported to a single, very long scrolling platform section. Also, there are bonuses for gems collected, secret passages to be found and a myriad of other hidden features.

Land ahoy! Throw down the sails, man the boats.

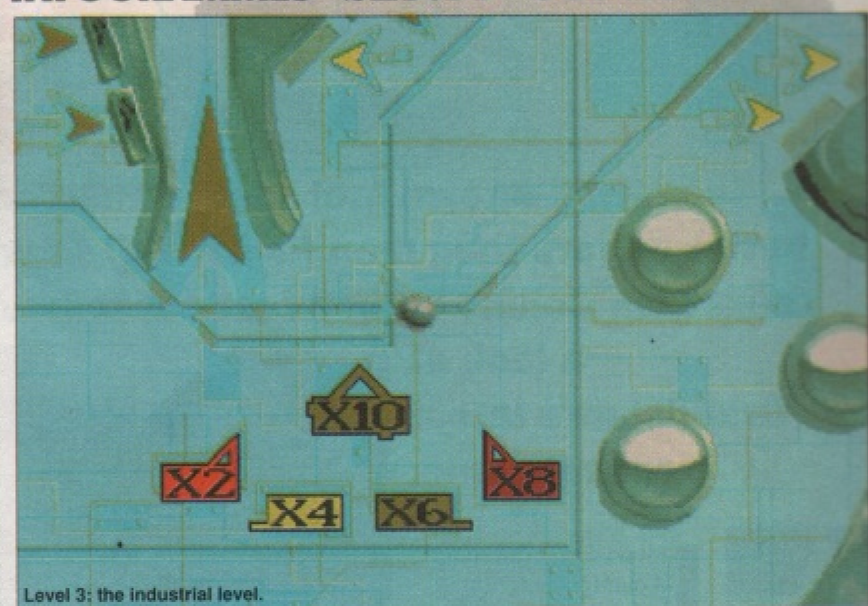
Starbyte, the programmers of *Traps and Treasures* are the team who brought us the superb *Fly Harder*, a game that has rarely left my A1200, so when I heard they were about to put out a platform game through Krisalis, I expected great things. Sadly, I think that my high expectations left me with nothing but a feeling of being let down. *Traps And Treasures* is unbearably average to play, and I can't see anyone playing this game all the way through. Although the game is quite cute to look at, it seems a little short on character. Not the most inspired platform game ever, by quite a stretch.

65%

Tony Dillon

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Level 3: the industrial level.



Bonus level 1: oh dear, not a very good score.

Pinball wizards come and go, some are fast and some are slow. Or so I've heard. My favourite pinball conversion to date was *Devil Crash* on the PC Engine (*Dragon's Fury* on Mega Drive) – and that goes back some time. *Pinball Dreams* and *Pinball Fantasies* have come close, they certainly made the grade, have high addiction levels and are the best on the Amiga, but favourites will be favourites. That's one thing about Pinball though: If you love it you'll play it again and again, if you don't you'll still play it but it won't stand the test of time.

The Ultimate Pinball Challenge is not only a pinball game – it's also an adventure of sorts. You can play it either as a standard arcade game, with a choice of three tables, or else take part in an adventure which sees you travelling through all three tables, from the easiest to the most difficult and via the bonus games to the bitter end, a conflict where you pit your balls against the most wicked witch this side of of the Yellow Brick Road. In fact, each table is under the protection of a witch: The desert table, Wasteland, has one called Wuhan (she's a fox), the ice table, Antartica, has one called Omdura (she's a babe) while the Heavy Metal table, the last level of the adventure, hides Friela (and she's neither).

What's in it for the average Pinball fan then? Well, a lot, and then again not much either. There's no doubting the *Ultimate Pinball Challenge*'s size and complexity. The first level has 60 screens and all levels have bonus screens that boost your score impressively. It's also quite difficult. It's just that, in trying to give us so much, they seem to have missed the point. An Amiga pinball game should be a computer version of what we see in the arcade, the pub or the chip shop. The conventional pinball table has only a very limited space to create its effect, and within that space, the more gimmicks, bells, whistles and gaping holes for your ball to disappear into the better. The key to a good game is how busy it is. Speed and distraction are your greatest enemies.

Boredom, however, is your greatest enemy in *The Ultimate Pinball Challenge*, that and the weird and not-so-wonderful soundtrack (sounds like a dodgy sci-fi movie). It's a difficult game to play – I just wish I had more incentive to keep going at it in arcade mode, which is primarily why I would have made the purchase. The adventure aspect sounds good, if you're into that sort of thing then fire away and try to achieve the final goal – this may provide more incentive. But I just wanted to get a high score for the hell of it, and the lack of fun in trying to achieve this simple goal was amazing.

If you are really starved of new pinball action, and the adventure element sounds attractive, then this game could be for you. Otherwise maybe not.

Alan Dykes

61%



Bump 'N' BURN

It's a well-known fact that women are better drivers than men *(is it?– Ed)* so we sent Lisa Collins off in a fast car to have a look at Grandslam's latest racing game.



I loved *Mario Cart* when it came out on (the vastly inferior) SNES, so I was looking forward to playing Grandslam's latest track game – *Bump 'N' Burn.* At first glance, I was a little disappointed, the graphics seemed few and far between and the screen appeared to be very dark. However, after quite a few spins around the track, the game began to grow on me. In fact, it grew on me so much that after one lengthy bout of racing around the various tracks, I developed a bout of motion sickness and had to leave the office to get a breath of fresh air to revive myself.

PULL UP TO THE BUMPER

Bump 'N' Burn is set in Toonai land and once a decade all the drivers try to pit their wits and skill against the current champion – Count Chaos who would stoop to any lengths to stop you winning. To help you beat the Count, you can choose one of eight characters and cars. It's all fair and above board, no car is better than any other and none of the characters have any extra powers over the others. For example, the eskimo character doesn't fare any better in, say, the Ice world than the desperate Dan character. But, fear not, you can soup up your car throughout the race by picking up coins and going to the shop to buy extra bits and pieces to give you that extra edge over the other competitors.

THE BLUE AND THE RED CAR...

The championship is set over seven worlds which range from the Haunted Forest through to Future World. You can race through these zones, in whatever order you want, until you earn enough points to take on the evil Crusher. There's a handy map at the bottom of the screen to let you know what position you are in. However, you rarely get the chance to look away from the screen to check it because everything moves so quickly in this game.

However, *Bump 'N' Burn* is more than just endless racing around various tracks hoping to get there first. There are numerous obstacles along the way that you must dodge, such as enormous penguins, threatening igloos, scary ghosts, menacing candy sticks, pot holes and such like. Also, at any moment, flying saucers or enormous birds might try to lift you off into oblivion. To combat these you have some dirty tricks up your sleeve. For a start, if you hit the right signpost on the side of a track you can send all the other cars behind you off in the wrong direction. Also, by collecting the stars that are littered around not only can you make yourself invincible or invisible, you can notch up some nasty surprises for your opponents.



To get out of the spaceship's nasty grip, you have to frantically wiggle your joystick.

These dastardly tricks probably give the most satisfaction in two-player mode. Watch with glee as your opponent veers off the track straight into the bushes when you drop a smoke screen behind you. Smirk smugly as he skids all over the oil slick you left behind for him – as you race off into the lead. Smile sympathetically as he crashes head-first into the iron wall that you considerately left behind.

These tricks all add to the fun of the game. But had you better be careful because the other opponents can do the same to you. I found the smoke screens the most annoying as you never knew when they were going to strike, so keeping on the track was very difficult.

HAD A RACE

In all, *Bump 'N' Burn* is a fun but tricky game. You have to keep your wits around you at all times to make sure you dodge the pits of debris or igloos that always seem to be lying on the track. There are a few minor niggles though. Some of the worlds appear to have been given more detail than others. Whereas the Future Word has lots of nice graphics and various space-like items strewn around the level, the Haunted Forest just seems to have the odd lump of wood strewn about. Also, there was a difference of opinion in the office concerning the cornering. Some felt that handling was just a bit too sticky for the game's own good.

Minor niggles aside, *Bump 'N' Burn* is a fun if not entirely original racing game. It brings a new and humourous slant to an old genre and ultimately succeeds on gameplay too. CU

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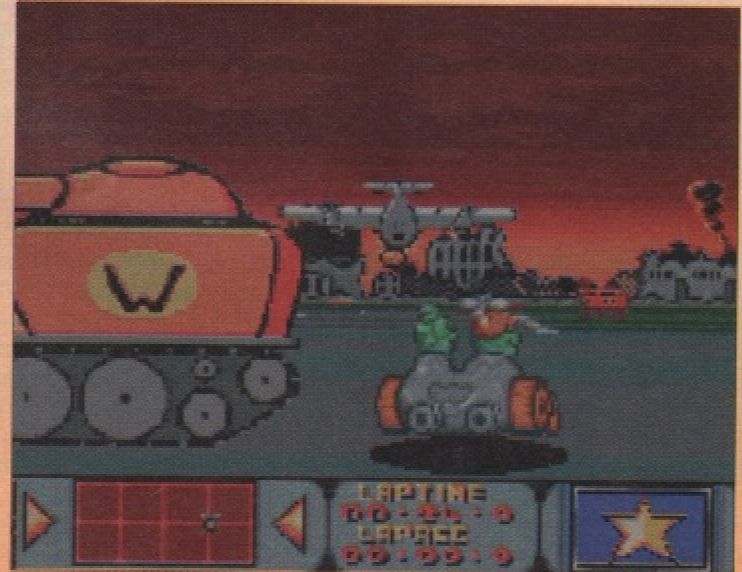
RELEASE DATE:	OUT NOW
GENRE:	RACING
TEAM:	PIETER OPDAM
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	5
NUMBER OF PLAYERS:	2
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	80%
SOUND	65%
LASTABILITY	85%
PLAYABILITY	87%

A good fun racing game with lots of action.

OVERALL 87%







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Left: Whichever character you use won't really make a lot of difference to how the game plays, but it's nice to have the choice.

Our hero in the middle of a search.

Like the original, the only defensive move you have is this nifty somersault.

IMPOSSIBLE MISSION 2025

Tony Dillon is so old, he was one of the people who applauded when *Impossible Mission* was first released. That's why he wanted to review MicroProse's 1994 update.

As an erstwhile Spectrum and C64 owner, the name *Impossible Mission* sends all sorts of chills up and down my spine. I can well remember countless days and nights spent searching rooms in a secret underground bunker, looking for the missing parts of a puzzle that would allow me to enter the hidden room and kill the mad professor who is trying to take over the world. "Destroy him my robots," cried the voice of said sanity-challenged intellectual. Digitised speech on a C64! It was incredible.

But that was ten years ago, and now MicroProse have seen fit to bring us the 32-bit 1994 edition of the game that rewrote the rules.

However, I can't help but feel a little disappointed by the improved design. In the good old days, when you only had a few colours to play with, and a maximum of 64K, most of the programming time was spent on getting the playability of the game perfect. Nowadays, the actual level of gameplay is allowed to slip a little if it means you can make the graphics nicer, or add some more music to the game.

RETROACTIVE

Fans of the original Commodore 64 version will be over the moon when they find that an almost pixel-perfect copy of *Retroactive* – that classic title is included with this '94 update. Using the same graphics, sounds and colours, this conversion brings back all those late nights as a young teen, somersaulting my way around the underground hideout, avoiding robot lasers and trying not to fall down holes. It isn't completely perfect, and some of the playability has suffered slightly in the conversion, but it's still a very nice bonus.

MISSION IN ACTION

The presentation has been updated, but the actual game remains much the same. You have to search every object in each location for the parts of a puzzle, which must be solved to open the exit for the location. As items are searched, various other objects can be found, such as single shot guns, jetpacks, mines and all manner of other toys and freebies. As you run around the enormous scrolling levels, you'll also find computer terminals dotted about, which when activated will either supply you with an inventory list, a shoot 'em up, a *Simon*-style music memory game or a terminal location program that will show you where all the other computers are. At the end of the level you'll find the computer that is used to sort the puzzle, which takes the form of a very difficult sliding block puzzle, difficult only because you have to build a circuit board with absolutely no way of checking which way the pieces fit together.

So what improvements have been made over the original? Well, you now have three different characters to choose from instead of the original one. The rooms have been broken down into levels and expanded to a hundred times their original size. Described by someone at MicroProse as, "the thinking man's platform game", *Impossible Mission 2025* is surprising low on action by comparison to most platform games, but then again it does require a considerable amount of thought.



Logging onto a computer gives you access to your inventory.

MISSION THE POINT

After playing the game for a few nights, I have to admit I feel a little disappointed. By trying to combine a puzzle game with a platform title, MicroProse seems to have fallen between two stools. This game just doesn't have the charm or excitement of the original, but perhaps fond memories have clouded my view.

Don't get me wrong, this isn't a bad game, it just gets tedious after a few goes. It may have been souped up for the nineties, but it belongs in the eighties. CU

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RELEASE DATE:	OUT NOW
GENRE:	PLATFORM
TEAM:	IN HOUSE
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	81%
SOUND	84%
LASTABILITY	76%
PLAYABILITY	79%

'The thinking man's platform game hasn't aged well.'

OVERALL 80%



WORLD CLASS *AMIGA* PERIPHERALS — NEW PRODUCTS

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VIDEO GENLOCK

FOR ALL AMIGAS

This extremely high quality Amiga genlock, from GVP, has an intuition-based software control panel with full ARexx and command line interfaces. Easy to use, the G-Lock genlock features many sophisticated attributes among which are:

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GOLD 94%

G-LOCK ~~£349~~ **£299** INC VAT - VID 2500

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FOR AMIGA 1200



- *40MHz 68030EC and 50MHz 68030 Accelerator*
- *Unique Feature Connector for Module Expansion*
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CU-Amiga Feb '94 97%

The new GVP A1230-II, available in 40MHz 68030EC and 50MHz 68030 configurations, are the most advanced accelerators yet for the A1200. They can make your Amiga run 6½ times (40MHz version) or 8½ times (50MHz version) faster than the standard A1200 and feature unique module expandability.

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The 50MHz version includes a built-in Memory Management Module (MMU), for more sophisticated memory control. An optional FPU (Floating Point Unit: for faster maths calculations) is available for the 40MHz and 50MHz versions (see below), both have RAM upgrade options (up to 32Mb, see right).

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The A1230-II is unique in that you can add further functionality to your Amiga by using expansion modules. GVP will be releasing a wide range of optional modules, the first being a high speed SCSI-2 interface. A 16-bit sound sampler and real time frame grabber will follow shortly. All modules can be fitted without invalidating the Amiga's warranty.

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The A1230-II accelerator combo has two 32-bit SIMM sockets for easy Fast RAM expansion. The following SIMMs can be used in this slot.

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50MHz 68030 WITH MMU			
NO FPU			WITH 50MHz FPU
0Mb RAM	4Mb RAM	8Mb RAM	4Mb RAM
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24-BIT GRAPHICS CARD

FOR A1500/A2000/A3000/A4000



EGS Spectrum is the answer to all your 24-bit graphics card requirements. It is a high performance, high resolution, 24-bit board that will take any Amiga 1500, 2000, 3000 or 4000 beyond AGA! But the hardware is only half of the picture. Without quality software, your investment will be wasted. Not only does GVP's own award winning graphics application ImageFX fully support EGS Spectrum, but also, using a Workbench driver, nearly all existing Amiga Workbench compatible applications will also work on and support the EGS Spectrum system.

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The HC8+ is a high speed hard drive and RAM card which can also be used to increase your Amiga's RAM by up to 8Mb RAM.

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FOR AMIGA 1500 & 2000





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Processor	68030EC	68040
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Max 32-bit RAM	16Mb	64Mb
Extras	SCSI	SCSI Ser/Par
PRICE	£699 INC VAT - UPG 0430	£999 INC VAT - UPG 2740

*MIPS: Millions of instructions / second, a normal Amiga runs at .67 MIPS

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"Without doubt the best hard drive available for the A500 ..."
Amiga Format April '93





COMPARISON CHART

FEATURES/MODEL	GVP HD8+	ICD TRIFECTA LX	COMMODORE A590 20Mb	EVESHAM REFERENCE 700
*TRANSFER RATE Kb per second	1068	1028	564	400
GVP DESIGNER STYLING	✔	-	-	-
RAM EXPANSION(MAX)	8Mb	8Mb	2Mb	4Mb
MINI SLOT (FOR FUTURE EXPANSION)	✔	✔	-	-
SCSI INTERFACE	✔	✔	✔	✔
GVP PERFORMANCE Faaast ROM	✔	-	-	-
DEDICATED POWER SUPPLY	✔	✔	✔	-

*Figures taken from Amiga Computing, October 1993

HD8+ 42Mb HD, 0Mb RAM — PREVIOUS PRICE ~~£249~~ **£219** INC VAT - HAR 0840

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GOLD 92%

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FOR ALL AMIGAS WITH 3Mb RAM



CineMorph from GVP opens up the world of Morphing, the process of converting one image to another to create dazzling special effects. Currently very popular in music videos and feature films, morphing has become the fashionable video effect to use. Now with CineMorph you can create these stunning effects on your Amiga.

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CINEMORPH ~~£59~~ **£19** INC VAT - ASC 6422

VFM

Tony Dillon's hitting skid row, so here's the games that he can afford to buy this month.

BUDGET

AWARD WINNERS GOLD

EMPIRE £29.99 OUT NOW

If there is one thing that Empire Software do really well, it's getting together the best compilations around. The original *Award Winners* was a great package, but is nothing compared to this one. Four of the best Amiga games ever released at a bargain price of less than £8 each... you can't go wrong, can you? But enough praise; let's take a good look at the games on offer.

First up is *Sensible Soccer*. Do you really need me to tell you about this? Regarded as one of the best soccer games ever, it has been responsible for more than a few wasted lunchtimes and evenings. Keeping in a sporting theme, you can play something a little more leisurely with *Jimmy White's Whirlwind Snooker*, from the same man who brought you the superb *Archer Maclean's Pool*. Steve Keen reviewed it last month and gave it a mammoth 86%, so you don't really need to be told again how good it is.

Zool is a fabulous platform game, and one that no Amiga owner should be without. If you did miss out the first time around, then here is your chance to do a little catching up with Gremlin's *Space Ninja from the Nth dimension*. Last, and by no means least, what Empire compilation would be complete without a copy of the game that started space adventures like no other, *Elite*. Although it seems a little basic alongside the mighty Frontier, it's still terrific fun to play, and you won't be able to put it down for a minute.

What can I say? This has to be the greatest compilation ever released! Four amazing games, one amazing price!



JACK NICKLAUS UNLIMITED GOLF & COURSE DESIGN

ACTION 16 £12.99 OUT NOW

Accolade released quite a few golf games with the *Jack Nicklaus* license, and to be honest I can't remember any of them being all that good. Okay, so they weren't exactly terrible, but when placed alongside something like *Microprose Golf* or *Nick Faldo's Golf*, they never really held up. This four-year golf effort is really the best that Accolade could come up with. It's favourable only because of the course designer included with it that allows you to make your path as easy or as difficult as possible.

The pictures on the back of the box say, 'PC Screen Shots', which usually means that the Amiga version doesn't look that hot. However, as they are EGA pictures, the Amiga version looks exactly the same – blocky, simplistic and ever so slightly dull and repetitive. I'm sorry, but this just doesn't compare to any of the other top-selling golf games around.

The one place where the game really falls down, though, is in the actual playing. On one hand it is far too easy, and on the other, it's far too hard. You can get from the tee to the green in no time, regardless of wind or personal skill as the computer selects the appropriate wood or iron for you. On the green, the ball follows its own laws and curves all over the place.



Unfortunately, *Jack Nicklaus Unlimited Golf And Course Design* is a big bundle of no fun.



APIDYA

TEAM 17 £10.99 OUT NOW

BlueByte's *Apidya* was received with a real mixed bag of reviews when it first appeared a couple of years ago. It also received mixed reactions in the CU AMIGA office – some loved it while others hated it.

Imagine if you will a shoot 'em up over a garden, something along the lines of Honey I Shrunk The Kids, And Then Tooled Them Up For War. You control a bee as it flies over some low grass, shooting flies, wasps, Grasshoppers and some particularly nasty Red Admiral butterflies with your multi-firing laser guns, homing missiles and ground bombs.

If you are going to have cute things in the game, then you might as well make the weapons cute as well. If you are going to have an R-Type like weapons upgrade system, then you might as well not give it to something cute and cuddly.

At the end of the day, *Apidya* suffers from bad design more than anything technical. A game should be hard but ultimately playable. This is just frustratingly hard as all too often you find yourself in a situation where the bullets and enemy sprites move much faster than you can, and as a result you die all too many times. Strange game.

Adventure Helpline



VAMP

The siren of RPG games, Vamp, is back and primed for action with yet another month of puzzling game queries and problems.

When the Chapel chimes at midnight,
And tombs give up their dead,
Beware Vampyra's honeyed lips,
And fangs which drip blood-red.



BENEATH A STEEL SKY

If you can answer the following question, I promise I'll buy you a Cheeseburger next time you are in town. (I will have to ask my wife's permission, of course.) How do you get past the monster lurking in the darkness of the subway?
Keith Ellis, Weston-S-Mare.

I'm afraid that getting stuck in the dark with an ugly monster is how most women spend their Saturday nights. If it wasn't so dark you would easily see a way past the ugly brute. Providing you have the light-bulb, you can insert it into the tiny lamp socket which is just visible on one of the two electric cables which are on the wall nearby.

DUNGEON MASTER

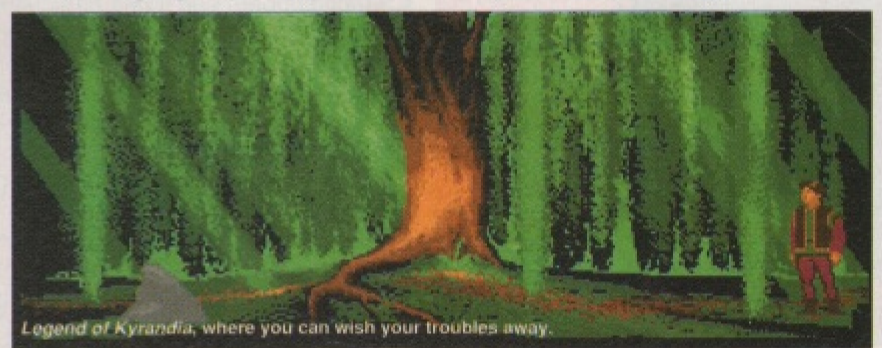
I'm stuck in *Dungeon Master* from Pysgnosis. I think I'm on level three and I'm in a room with writing on the wall which reads, "When is a rock, not a rock?"
Mad Mick, London.

Is that a rock you've got in your pocket, or is it just an illusion? Just my luck, it's an illusion.
Just walk straight through the wall, next to this sign to find the passage beyond. This passage has another nasty trick in store, so keep an eye on your compass.

LEGEND OF KYRANDIA

I bought this game almost a year ago and only recently started to play it. I am stuck in the caves just after beating Malcolm. I have all the rocks, a gold coin, and the two emeralds. I think you have to do something at the Twilight Place, but I am not sure. I have explored every cave but alas I can't get any further.
Keir Daherty, N. Ireland.

WELL now I don't know just how much help I should give with this easy game. The gold coin is the solution to your problem. I bet you WISH you knew what to do with it. WELL perhaps you should leave the caves for a moment and get a cool drink, it might give you inspiration.



Legend of Kyrandia, where you can wish your troubles away.



Goblins II. In order to get out of the musical scene you need to be able to string a note or two together.

GOBLINS II

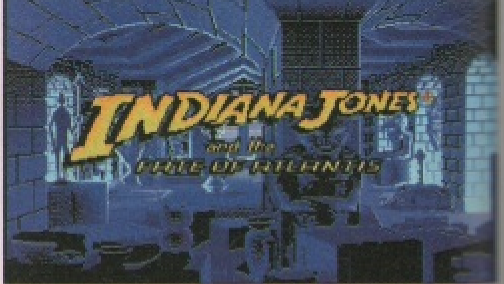
In May's edition of CU AMIGA you replied to a reader's letter saying that it was a novelty to get a letter from a lady", well I am a lady, so is there a possibility you could answer this my query?

I have got as far as the musical scene, where I've gained a pump, mosquito and air. I'm sure I've done everything, but I just can't get out of here. Please tell me where the exit is. I'd like to be able to get a little further before my baby is born in three weeks!
P. Britton, Torquay.

My dear however did you manage to get in this condition? Don't you know that contraceptives should be used on every conceivable occasion? The object in this screen is to get all the notes to make up a melody which you must give to Tom. Winkle can get the drumstick by putting his hand in the headlight. Use this with the hood to make a net. When Fingus bounces on the spring a pump will appear which you can grab. Keeping one goblin standing still on the spring, start the other one bouncing next to him. This action will make a door open to your left. Enter, and get one goblin to put a peg on the base of the hose. Go through the bottom-right hole to appear at the top right. Speak to the guy with the guitar then catch the note with the net. Get Winkle to use the pump on the sax player, then use Fingus to catch the mosquito. Use Fingus to use the pump on the sax player, and this time Winkle can catch the note. Use the mosquito on the headlamp and Winkle to get the drummer playing. You can then use Fingus to catch the last note you need before giving the melody to Tom.

INDIANA JONES AND THE FATE OF ATLANTIS

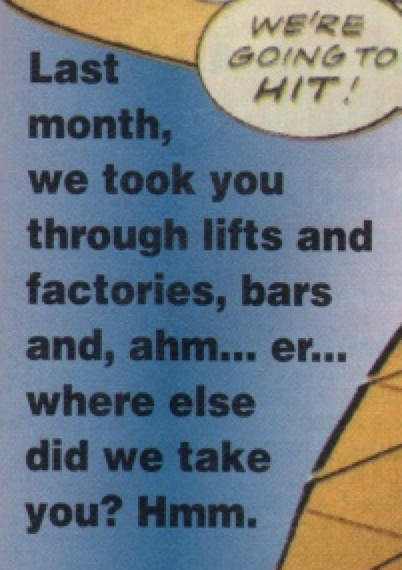
I am following the Wits Path in this great game. I've reached the labyrinth and got past the gate with the pulley. I have also managed to get through the map room to the subway car, but now I am stuck.
John Adams, Romford.



Indiana Jones. To get the car started, put a bead in its mouth.

There is a secret door in the first room behind the Map room. If you tie the clothesline to a hard rubber comb, then charge it up with static by rubbing it the woollen scarf, your instrument will point towards any orichalcum beads in the vicinity. Collect and store them in the gold box. Start the subway car, by placing a bead in its mouth.

People ask me why I am so tough on men, and I have to remind them that the first time Adam had a chance, he laid the blame on a woman. Remember girls, never give the suckers an even break. If you have any RPG queries please send them in to Vampyra, CU AMIGA, Emap Images, Priory Court, 30-32 Farringdon Court, London EC1R 3AU.



Last month, we took you through lifts and factories, bars and, ahm... er... where else did we take you? Hmm.

The COMPLETE Solution

BENEATH A STEEL SKY

PART 2

Okay, you've pressed the metal plate beside the door in the nightclub. Good. Now walk through the door and use your metal bar with the packing case, then move the wooden lid over to the box. Get on the box and use the bar with the grille. Now use the secateurs on the grill and climb through into the narrow passage.

DON'T BE

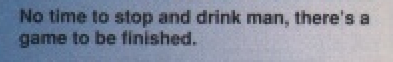
Go right, then through the top-right exit. Go right once more, then save your game as a precaution. Do not walk past the hole in the wall until you have located the light socket which is on the hand rail just to the left of the hole. Use the light bulb with it. Now go right, and save the game again. Go right, and immediately click on the lower right exit to run to your safety. Now look at the vein on the wall and you will see some plaster. Use the metal bar on the plaster and then on the exposed brickwork. Pick up the brick that falls to the floor. There is a swelling on the vein somewhere, so find it and use the metal bar with it, then use the brick with the metal bar. Grab the metal bar and go through the door on the right as soon as it opens. In the next room. look through the grille.

AFRAID

Go through the upper left exit, then save your game. Access the control unit, then select 2 to reduce the temperature. Exit the unit, then immediately climb up onto the Iris and yank the metal bar that's hanging from the ceiling. Get off the iris straight away then go left, right, then right again. Put Joey's circuit into the medical robot's slot and tell Joey to check out the tank room. When Joey gets back, chat with him about everything. Tell Joey to go and open the tap on the nutrient tank and wait for him to return. When he does, go through the upper-left exit.

ALL ALONE

Once in the tank room, go through the upper-right exit, and then the next upper-right exit. Use Reich's card with the terminal, and select 2, then 1. Exit, and go left. After the sequence get Joey's board from the robot then take the ID card from Gallagher's corpse. Go back to the top right entrance and use Gallagher's card in the interface slot. Access LINC-Space. Go right, use the blind program on the eye and go up. Now use the divine wrath program on the crusader. Disconnect, then use Anita's card in the interface slot. Re-access LINC-Space. Go right, blind the eye and go up, then go right again. Use the OSCILLATOR on the crystal and pick up the helix. Disconnect. Go left, then go through the bottom right door. Use Anita's card with the console. Now pick up the tongs to the right of the glass tank and use them with it (the glass tank). Use the tongs with the huge tank to freeze the tissue.


No time to stop and drink man, there's a game to be finished.

IN A ROOM

Go right. Open up the cabinet to the right of the middle android, and put Joey's card inside. Access the console and select 2, 0 and then 3. Chat with Joey, then retrieve his board from the cabinet. Go right, ask Joey to place his hand on the lock sensor, and simultaneously place your own hand on the other panel.

Go right, and right again. Use the cable with the pipe support, then climb down the rungs. Use the tongs with the orifice, then save your game. Right click on the cable and swing into the room. After the scene, quickly tell Joey to sit on the chair. Now all you have to do is sit back and watch the rest of the story unfold. But be vigilant!

You have reached the end of *Beneath A Steel Sky*. Well done. Smart move. Thanks to Michael Filby for this solution.





Two dinky little men converse in *Beneath A Steel Sky*. It's all go here you know.

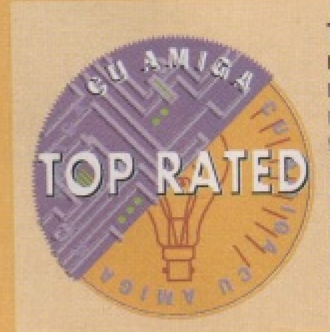

Access




VISA

GET SERIOUS

There's so many new products to review, we almost didn't manage to fit them all in! Rest easy though – we did.



The CU AMIGA top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.

AMIGA ON-LINE REFERENCE MANUAL

UTILITY PROGRAM

At some time in their life every Amiga user, whether beginner or expert, finds themselves cursing their machine for not being more self-explanatory and are annoyed at having to reach for the manual for guidance. Shortly afterwards, the manual is normally cursed for either not being where you remember putting it or not containing the relevant information. The only solution has been to fork out on a dedicated book to solve the conundrum: enter the *Amiga On-line Reference Manual* (called AORM from here on), a product which claims to answer to many probing questions and contain some darn good additional information to boot. The package comes on two disks, with a single sheet of instructions and a registration card that needs to be sent to the States. It is basically 1.5Mb of AmigaGuide files – ie standard Amiga help files.

Installing AORM to hard drive or floppy is painless, making use of Commodore's standard 'Installer' utility. In Expert Install mode, options exist for everything from what type of icons to install (either normal or the 'Magic' workbench style) to which parts of the package to install. A nice option is to have the program appear every time the 'Help' key is pressed. As the package uses the AmigaGuide format, it comes with the software to read the files for pre-WorkBench 3 users and installs this automatically, if necessary. Launching the program is done by either double clicking on its icon or by simply pressing the help key (if you elected to have that option installed). From here, you can move to any part of the package by clicking on hypertext links of the AmigaGuide files (these look just like gadgets). It's worth mentioning here that the largest file of the 1.5MB collection is only 160KB, so multitasking is not impaired too much on a machine without vast amounts of memory.

The initial page contains links to prefaces, appendices and the main areas, these being: Frequently Asked Questions (FAQs); Hardware; the OS; Workbench; Software products; ten Amiga advantages; Using the Amiga; List of Famous uses and the Video Toaster. The first thing that strikes you after using the package for five minutes its size and completeness, the next thing that strikes you is the fact that it's all set out very logically with every possible cross reference made. Whenever possible, links to the glossary are made to explain jargon. The AmigaDOS section is most worthy of mention, it lists every command available in the reference along with how to use it and also has a very good stab at an introduction and overview of what a shell is through the FAQ section. The glossary is complete in every way and is in alphabetical order. The index section is excellent with many useful tables, from the alternative character set to the refractive indices of various translucent materials. *ARexx* is covered with a reference and introduction. The FAQs are, on the whole, excellent and provide excellent example answers along with good reading.All in all, this package is very good. It's much easier to use than any book and comparitively priced. The only minor niggles are that a couple of links are missing (for example a few Workbench-related bits), but the author assures me that these will be fixed in the next upgrade. It's even worth looking through in a dull moment as there's a lot of very interesting information in there. Highly recommended for both beginner and expert alike.

First Computer Centre Unit 3, Armley, Armley Park Court, Off Cecil St, Staningley Road, Leeds LS12 2AE. Tel: 0532 319444. Price:£17.99.

80%

POWER WAVES

3D ANIMATION SOFTWARE

If you read last month's feature on professional video or have ever seen any professional or serious 3D animations you'll know that with the right software and hardware some very impressive animations can be created. But what happens if you're on a budget and merely want to experiment with 3D animations?

Well you're in luck, Europress Software has joined with UGA Software to bring a simple program just perfect for experimenting with 3D anims. *PowerWaves* lets you create complex 3D wave animations very simply and easily for minimum cost. The program itself costs just £17.95 and will work on any Amiga with 1Mb of RAM and 1.2, 1.3, 2.0 or later Workbench – forget high end A4000s with Video Toasters! The program is remarkably simple, it provides you with a basic 3D grid viewed from the front and slightly above, which can be manipulated and distorted to create a variety of different ripples and waves. The program provides 40 preset formulas and by applying different combinations you can achieve a massive number of 3D animations. Different waves are created by feeding the program various numerical values which the program uses to change the original grid.

Once you've given it a set of values the program can then render your animation on screen, in colour, black and white or as a wire-frame grid. If you're happy with the effect you can then save it out as an IFF animation for further processing in another program – *DPaint* for example. Alternatively, and for the 'serious' users, you can save the model in *Sculpt* and *Imagine*.

The program will also let you produce some lengthy animations – once it has finished creating a wave you can opt to use the end values as new starting points and in this way build up complex and impressive waves.

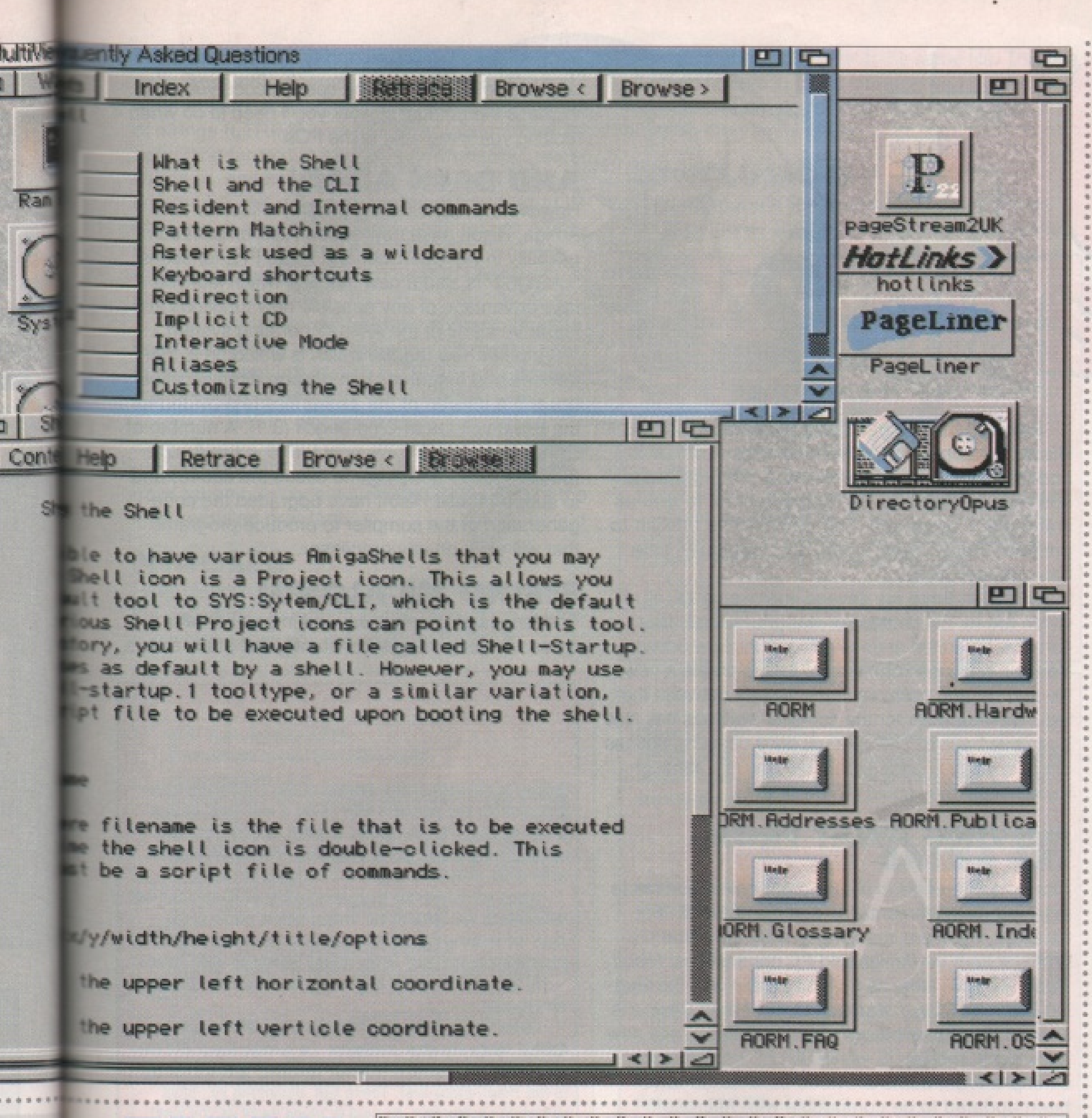
The program has numerous nice little touches, such as Workstation-style pop up menus (which the manual claims have been developed 'specifically to substitute the slower standard Amiga menus') and is generally well written and behaved.

Although it can be a little slow, particularly when using the colour render mode, this is only while the program calculates the animation and saves it out; loading it into *DPaint* for example will let you see the animation at normal speed and in all its glory.

For those wishing to experiment with 3D animations, or wishing to create 3D waves for use in more complex animations, *PowerWaves* is a great little utility and more than worth its price.

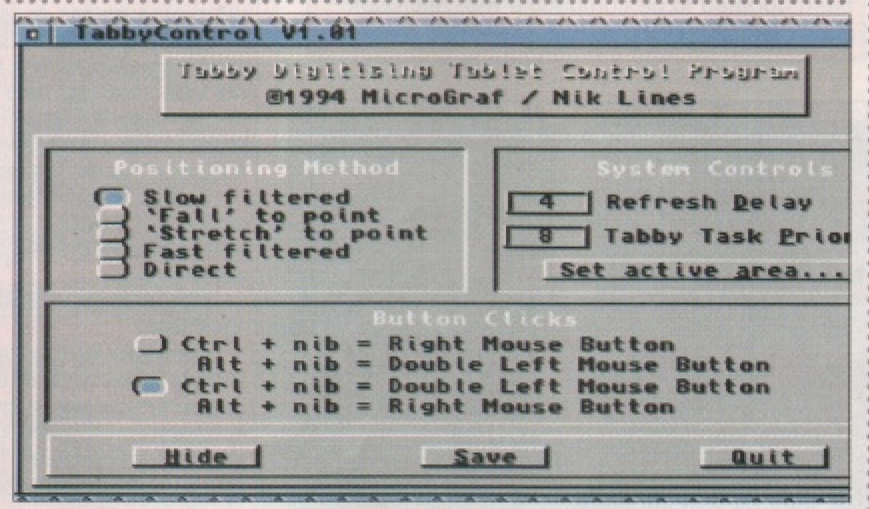
Database Direct, PO Box 2, Ellesmere Port, South Wirral, Chesire L65 3EA. Tel: 051-357 1275 Price:£17.95.

85%



TABBY

GRAPHICS TABLET



If you're into creating pictures on the Amiga you probably get a bit fed up with the Amiga mouse. After all, a mouse isn't really intended to replace the pen and isn't that good for freehand drawing and painting. But what's the alternative? Graphics tablets are usually very expensive and because of this it would often be better to draw your pictures and buy a cheap scanner! That, however, was before Tabby came on the scene. Tabby is the answer to every Amiga artist's dream, a low-cost graphics tablet.

It's simplicity itself. A compact tablet connects to the Amiga and a stylus (pen to you and me) is used to draw on the tablet surface.

Moving the pen around creates the corresponding strokes on the Amiga screen, so now you can draw as you would normally with a pen, only do so on the Amiga in *DPaint* (or most other graphics packages for that matter).

The tablet has a slight incline to help drawing and connects to the Amiga via the serial port. It has a drawing area of 130mm by 125mm which is mapped to cover the entire screen area. The software provides a simple interface between the Amiga and the tablet (originally designed for PCs) and functions well. It provides most of the facilities that you need for creating pictures and is extremely simple to install and use.

For just £49.95 Tabby is remarkably good value for money and is bound to go down well with schools and home artists, even a few professional graphic creators may find a use for it.

First Computer Centre, Unit 3 Armley, Armley Park Court, Off Cecil St, Stanningley Road, Leeds LS12 2AE. Tel: 0532 319444 Price: £49.95.

85%

FED-CASE

SOFTWARE DEVELOPMENT TOOL

If you're serious about software development or are trying to learn structured programming then you'll find *Fed-Case*, by Joosen Software, a real aid. Essentially, this is a program that allows you to lay out the structure of a program using graphical symbols and then have the program write the actual C code.

It uses the tried and tested concept of flow charts, ie a diagram which plans a sequence of events, which when followed will achieve a desired result. Flow charts are often used in problem solving and are very popular with programmers working on mainframe environments, and programming tutors. I first came across flow charts whilst studying systems analysis and operating system design at college.

When I started to read the manual and saw all those flow charts it immediately bought back memories of awful plastic templates with triangles, squares and the like and reams of A4 listing paper strewn across my room at 4am in the morning! Something I definitely have no desire to return to.

Once I started using the program though I was pleasantly surprised. With *Fed-Case* planning a program is simplicity itself. The program presents you with a window representing a blank piece of paper. On this you position the symbols that make up the structure of the program, and the position of these symbols can be changed or even deleted whilst other symbols can be inserted if needed. Having created a chart you can then save or print it out. In short, it provides all the tools needed for flow chart creation. The only omission from its abilities is that the text which describes symbol activity is not entered into the symbol but next to it.

It is at this point that most flow charting software stops, content with its position in life. And if flow charting software was all *Fed-Case* wanted to be it would be very good at it.

However, *Fed-Case* has pretensions of grandeur and goes further. Having laid out the structure of the program, you can then fill in more detail, and have the program create the C source code from it! The added detail being the code you wish the program to perform for each given symbol (other than program flow instructions) and includes statements such as variable declaration and comparisons. The syntax used for these being normal C.

So what's it like to use? The source files are pretty good and should make their way through most compilers without too much work. Unfortunately, you will have to tweak them for each compiler, but to do so the code is standard portable C and not generated with the Amiga in mind.

With a little experience of programming, a suitable compiler (SAS C?) and a good book on C it would be quite easy (comparatively) to learn and start programming in C using *Fed-Case*. For big software development it's a little to simplistic, but for small programs and utilities that don't take full advantage of the Amiga environment *Fed-Case* has a lot going for it.

There are several bugs in the software, typically to do with the user interface, and several requesters with rather unhelpful messages are also displayed from time to time. These aside it's a great program.

Brian Fowler Computers, 11 North Street, Exeter EX4 3QS. Tel: 0392 499 755 Price: £63.82

86%

HISOFT Basic 2.0

Hisoft Basic is one of the most popular and powerful programming languages on the Amiga. Get your technical dictionary ready as Andy Leaning takes a look at the new version, *Hisoft Basic 2.0*.

Hisoft are one of the most respected Amiga developers around. Their software is repeatedly of high-quality, reliable and solid and over the years they've established a very good reputation. Their *Devpac* assembler is probably the most popular piece of commercial Amiga game software. So, against this reputation *Hisoft Basic* was released, receiving critical acclaim and finding a place in the hearts and machines of many home and serious developers.

Now Hisoft have upgraded *Basic*, releasing version 2. But have they followed the path of some other developers recently, and released a bug ridden upgrade? If not, what does it offer and is it worth buying?

Hisoft Basic comes on a single disk and is accompanied by a 600-page manual. As it uses the standard Commodore installer, installation is easy and quick.

Running the program brings up the standard Hisoft development shell. This allows you to enter and edit BASIC files, compile and run them there and then or, alternatively, compile them to disk as stand-alone programs. This shell will be familiar to previous *Hisoft Basic* users, and thankfully, little has changed here.

However, there are several improvements, all of which are for the better. For starters, multiple files can now be edited at once using multiple windows. You can now open one source listing, create a new file and cut and paste sections of code between the two. The requester for the compiler switches has also been overhauled. The various, once obscure, options are now listed in understandable English, although, to be honest they could still be simpler.

MOVING AWAY FROM THE AMIGA

Most improvements in the program have been made to language implementation and the compiler. For example, if you are intending to write the same program for the Amiga and PC compatibles, *Hisoft Basic* will save time, as it is compatible with the leading Basic for PCs – *Microsoft Basic. Hisoft Basic 2* is even more compatible with *Microsoft Basic* with new statements such as IS within SELECT CASE for example. Also, some previous commands have been updated to be compatible with *Microsoft Basic*, whilst specific Amiga-orientated reserved words can be disabled to make programs more portable, ie by using Amiga specific code you increase the amount of work you'll need to do when moving your programs to the PCs.

AND BACK AGAIN

However, if you're writing programs just for the Amiga, Hisoft have now added AGA chipset compatibility in the SCREEN and PALETTE functions. 'TAGLIST' is also a new function which lets you take advantage of any possible new functions in future versions of the Amiga operating system.

Another new feature which is welcome is that devices and resources can now be directly called up, and a version of the .bmap files is provided for the latest version of Workbench (3.1). A number of different processors are now found in the Amiga (68020, 68030 and in some cases the 68040) and to support these Hisoft have upgraded the code generation of the compiler to produce programs that will work on any processor.

STRING ME ALONG!

The language also has several improved data types with long integer constants, and static arrays

JARGON

If you're not technically minded or don't understand programming you probably won't have a clue what Andy is talking about in this review. In short, *Hisoft Basic* is a programming language, ie a program that allows you to write other programs, which is a complex business.

If you are interested in understanding programming we recommend you refer to our Programmers Guide in the June '94 issue of CU AMIGA, and then follow our regular programming tutorials in the Amiga workshop each issue.

In the meantime you might find the following hot tips very helpful.

Hisoft Basic allows you to write programs on your Amiga, these are then 'compiled' (ie turning them into normal Amiga programs) letting you run them without having to run *Hisoft Basic* first. These can, assuming you have copyright permission, be sold or given away as you want.

Hisoft Basic provides an integrated environment editor, which means that you type in and edit your program just like word processing. Once you're happy with the program you then compile it (using a compiler) which can be accessed from a menu option available in the editor. This produces a program you can run.

If, when using your program, you find a bug (ie it does something it shouldn't), you can then use a debugger which allows you to easily find and hopefully solve problems in your program.

Hisoft provides all of the above in one program with *Hisoft Basic*.

Interpreters are different, in that you enter and edit your program but you run or try them out in the editor, and in general they can only be used with the original program. Interpreters cannot create stand alone programs, AMOS for example is an interpreter. To sell programs you write you need an additional compiler – which in the case of AMOS you can buy.

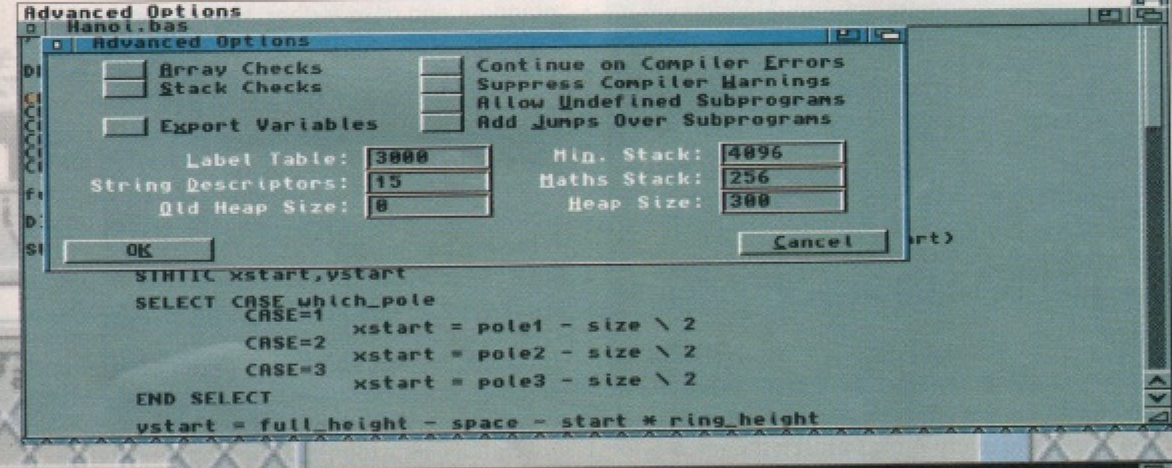
SOME OTHER FREQUENTLY USED TERMS INCLUDE:

CODE: a reference to the files which contain the instructions telling the computer what to do. Typically, a compiler will take source code, and compile it into object code which can then be run.

STATEMENTS: Instructions to the computer telling it to do something. See FUNCTIONS.

FUNCTIONS: similar to statements but providing an answer back to the program. As in 'SKY BLUE' would set the colour of the sky to blue, whilst '?SKY' will tell you what colour the sky currently is.

STRINGS: When programming you can set up areas of memory to hold data, otherwise known as VARIABLES. These areas of memory can hold numbers or text which can be changed as needed – holding a score in a game for instance. STRINGS are variables/memory areas that hold text, allowing the text within them to be changed easily.



both being added. String handling has also undergone enhancement, with functions to remove surplus spaces off the left and right hand of strings (LTRIM$ and RTRIM$ functions), while searching for text in strings is now possible backwards as well as forwards via the RINSTR command! The most powerful new facility is FORMAT which allows the formatting of text strings with all the flexibility of PRINT USING, which is restricted to processing text prior to sending it directly to a channel.

There are relatively few new numerical functions. Remaining language enhancements relate to environment integration (CURDIR$ returning the current disk directory, for example) and access to BASIC global variables from linked assembler programs. For example, if you define a variable in BASIC you can now set and read this from assembler code which also forms part of the final compiled program.

NIGGLES

I was disappointed to see that Hisoft have not taken the opportunity to include in-line assembling, a function which allows you to jump from BASIC to assembler and back again in the same file. This is a standard feature in Hisoft's Pascal and C environments and really would have made BASIC an amazing programming tool.

CONCLUSION

Hisoft Basic 2 is a fine example of how upgrades should be done. They've added many new facilities and improved the program's performance (compile times are considerably improved) without harming either its usability or power.

For games developers, however, *Blitz* is still a better environment, simply because it provides better control of Amiga graphics and sound. But for serious applications programmers working in basic or those wishing to write Amiga utilities and who don't want to get involved with C and assembler *Hisoft Basic* is excellent. It's a solid, reliable and very capable programming environment and I have no trouble in recommending it as a tool for any serious programmer.

THE ALTERNATIVES

The Amiga has a rich collection of software development tools. For new programmers there are several very easy programming environments that require no or little knowledge of how to program or the Amiga, these being *Blitz Basic* and AMOS.

However, neither of these are very good at creating programs that take advantage of the Amiga's windows, icons and menus or even for producing very fast games (although *Blitz* is fast enough for most people). For speed and taking advantage of the Amiga's front end you really need either C or an assembler, unfortunately neither of these are easy to learn or write software with.

For more details of which programming language to use and the best tools check out our programming guide in the June'94 issue of CU AMIGA.



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EASE OF USE	85%
Even as a programming tool it's easy to use.	
VALUE FOR MONEY	80%
Worth every penny	
EFFECTIVENESS	90%
For writing software this is the business	
FLEXIBILITY	90%
I can't think of many programs that can't be written in Hisoft Basic	
INNOVATION	80%
No amazingly new features or innovative features.	

"The most professional Basic language implementation available on the Amiga."

OVERALL 90%

TESTS

The proof of the pudding, as the saying goes, is in the tasting, quite what this has got to do with programming is anyone's guess, but listed below are some sample compile times and tests.

SPEED:

Program	Speed
Hanoi program compile	1.79 seconds
Print hello world compile	.05 seconds

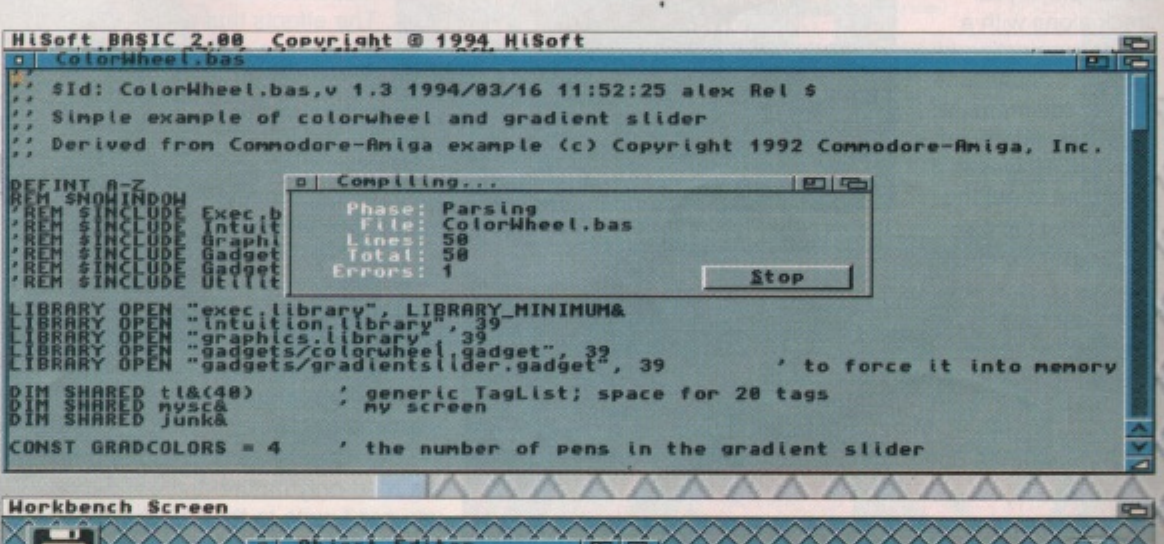
COMPILED PROGRAM SIZE:

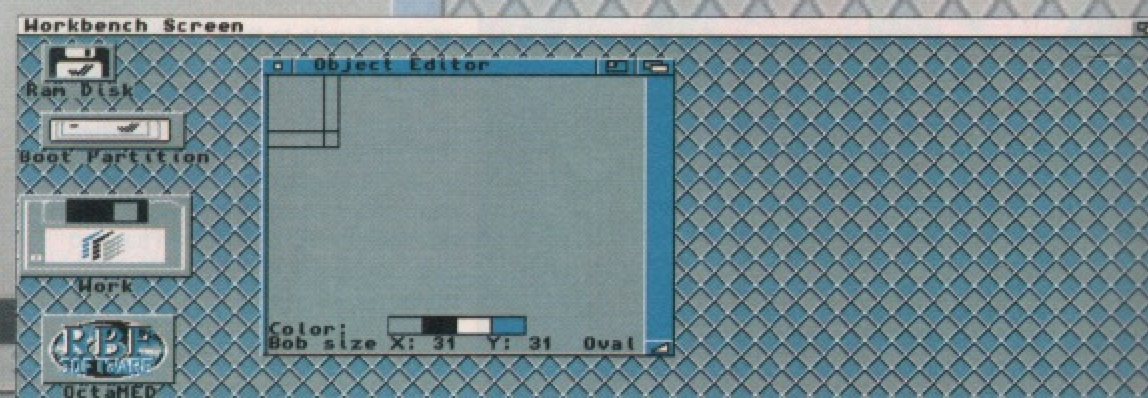
Program	All Options	Options Disabled
"hello world"	668 bytes	492 bytes
Empty program	628 bytes	464 bytes
Hanoi program	n/a	2692k

The tests were carried out on an A4000 040, with 6Mb of RAM and a 130Mb hard drive.

THOSE NEW FEATURES

- New multi window editor
- Compilation times up to 50% faster
- More compact code
- Medium level debugger with the ability to view BASIC source code
- Improved compiler ease of use – named options
- Support for multiple serial ports and better control of hardware handshaking
- .bmap files supplied for version 3.1 of the operating system
- .bh and .bc files supplied to save time
- STATIC arrays are now supported for faster array access
- SCREEN and PALETTE statements support the AGA chipset
- << and >> are unsigned shift operators which operate on both integers and longs
- Long integer CONSTants
- IS is allowed in SELECT CASE statements for compatibility with MS Basic
- REDIM PRESERVE is a synonym for REDIM APPEND
- RINSTR searches backwards in strings
- Options to search paths for include and .bmap files
- Options to read options from a file.
- Access to BASIC global variables from linked assembler programs
- The compiler can remove inter-sub program jumps giving more compact programs
- Reserved words may be disabled make it easier to quickly port programs from other systems and to help check that code is portable
- Option to suppress compiler output apart from error messages
- CURDIR$ returns the current directory
- BLOAD and BSAVE can now be used with channels
- PEEK$ converts C-strings to BASIC strings
- FORMAT x$ for the flexibility of PRINT USING but to a string rather than directly to a channel
- FREEFILE for writing file handling sub-programs that you can slot in anywhere
- LTRIM$ and RTRIM$ for trimming spaces from strings
- MIN and MAX functions
- ON...CLOSE to take control when the user closes a window
- TAGLIST statement to make calling a new operating system features easy.
- Improved control over opening, closing of libraries. Devices, resources etc can be called direct from BASIC
- BEGINIO easy start-up function for input/output commands.
- Amiga.lib function supplied
- Code compiled now works on all processors from 68000 to 68040
- Programs compatible with all versions of the Amiga operating system





VIDEO CREATOR


Like... far out man.

Acid video hits the CD32. Tony Horgan puts on his silly VJ hat to test Almathera's long-awaited CD.

Have you noticed the explosion in DIY video recently? Just last month we featured a number of talented artists using their Amigas to produce mind-warping graphics for live shows and videos, and even cover-mounted the brilliant *VideoTracker*, so you could get in on the act too. Now *Video Creator* gives CD32 owners the chance to record pulsating pop videos.

Video Creator works on a fairly simple principle. It plays an audio CD track of your choice (this could be anything from your CD music collection), while simultaneously displaying a sequence of visuals. If you're feeling lazy, you can set the program to Random Raves, which plays your track along with a random selection of pictures, animations and effects from the extensive library on the disc. However, if you want to get the most from the program, you'll need to direct your own video. The CD houses over 1,000 images, 47 animations, 41 2D vector routines and 46 3D vectors. It's these that are used to make up your videos, which you can spice up with some of the built-in effects, like colour cycling, screen wipes and crossfades.

Putting a video together is pretty simple. You start with a blank cue list, into which you insert your effects one by one. For example, you could start the video with a text screen, announcing the title of the track. This could be followed by a picture or animation, which might fade up from behind the text. As the beat of the soundtrack kicks in, you could then strobe the screen with a couple of alternating images, or have a slinky dancer strutting up and down.

The two pictures above show the range of options available in *Video Creator*, such as cycling.

KITCHEN SYNC

Stringing all of this together is just a matter of loading the visuals, and placing them in the cue list. You can synchronise each effect to an appropriate point of the soundtrack by setting the music playing, and simply clicking the mouse each time you want an effect change. So long as your timing isn't awful, this works quite well, and you can correct any bad mistakes afterwards.

LIMITATIONS

The effects that are included are impressive, but it could definitely do with more. The quality and variety of the images is surprisingly good, and the various animation contortions give it further potential. However, it would have been nice to see some more of the real-time generated effects that crop up on the best PD demos, such as tunnels, picture zooms, fractal landscapes, feedback loops, plasma, starfields and so on, which can be infinitely varied, and would occupy hardly any memory.

The other major limitation is down to the read-only nature of CDs. Because you can't write to the CD, there's no way you can save your video on a straight CD32. Even so, a save option has been included, which should be handy if you were to run *Video Creator* on an A1200 with a CD drive, or if you somehow managed to connect a floppy drive to the CD32. You can save to RAM, but you'll lose it all when you turn off the CD32. However, you can, of course, record your productions to video tape with a home VCR. For much the same reason, you can't use any of your own animations or graphics, as there's no medium to load them from.



Even though there's a lot of graphics on the CD, it's not going to be long before you start to get tired of them. A thousand images might sound like enough to get you through a lifetime of video creation, but when you've got them all flashing up one after the other, you'll get through them pretty sharpish. However, further discs of graphics are planned for future release.

That aside, *Video Creator* is a very nice program to use, with plenty of little features to make things easier. For example, instead of telling you how many bytes of RAM you have left, it has a thermometer-type bar that rises as you use up memory. Whenever you move the cursor over a button, a brief description of its function appears in a box at the bottom of the screen. Mini "thumbnail" representations of the images appear in the file requester, so you peruse the pictures without having to go through loading each one. The script editing screen uses a simple point-and-click system which is similar to those used by *MediaPoint* and *Scala*.

Video Creator is great fun, but that's really all it is. As the soundtracks have to come from a CD, you're limited to productions using other people's music, unless you press a CD yourself! Even so, I'll be playing with it for a while yet – it's the quickest and easiest way to produce a complete audio-visual extravaganza. CU

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EASE OF USE 90%
Stacks of user-friendly features make it accessible to the complete novice, and the manual's pretty good too.

VALUE FOR MONEY 78%
Reasonably priced, although longevity is suspect.

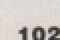
EFFECTIVENESS 80%
Capable of producing some very tasty demos.

FLEXIBILITY 50%
No facility to permanently save a video with a standard CD32, and no way of creating or loading your own routines or graphics.

INNOVATION 70%
The combination of a CD soundtrack and computer visuals interesting.

A fun toy, held back by the lack of loading and saving features.


OVERALL 65%



UPGRADE NEWS

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- **X-Copy Professional** Hardware/software latest version £22.99

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- **Sbase Pro 4 v1.3** £199.95
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- **Mailshot Plus** £35.95
- **Music Librarian** £19.95
- **Plants For All Seasons** £19.95

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- **Epson GT6500 Scanner Controller Software** £99.95
- **Sharp JX100 Driver** £99.95
- **Sharp JX300 Driver** £359.00
- **Abekas Driver** £119.95
- **Lasergraphics LFR Driver** £119.95

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- **Art Department Professional v2.5** £139.00
- **Art Dept Pro Conversion Kit** £59.99
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- **Art Expressions** £135.00
- **Caligari 24 PAL** £94.95
- **Caligari Broadcast v3.1** £349.99
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- **Professional Draw v3.0** £67.95
- **Real 3D Classic** Cost effective 3D rendering, ray tracing £69.95
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- **Personal Finance Manager Plus** £28.95
  Keep track of your cash!
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- **Deluxe Paint 4.5 AGA** £59.95
- **Deluxe Paint 4.1 Std. Non AGA** £59.99
- **Personal Paint v4.0** £40.00
- **Professional Draw v3.0** £67.95
- **TV PAINT v2** £169.90

SOFTWARE DEVELOPMENT

- **Amos Professional** £32.95
- **Amos Professional Compiler** £24.95
- **Blitz Basic v2** £49.00
- **CanDo V2.5** £89.95
- **Cygnus Ed Professional v3.5** £59.95
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- **Power Tools Kit** £35.99
- **Pro Studio Kit** £32.95
- **Rules for Tools** £29.99
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  Patch librarian for MIDI, drivers for many sound modules Sysex dumps
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- **Megalosound Sampler** £23.95
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  Learn to read and play music then write patterns to your sequencer with this full size MIDI keyboard and software
- **Technosound Turbo 2** £25.95

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  High quality, A4, flatbed colour scanner, **with ASDG scanner software.**
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  Backs up your floppies and hard drives onto VHS video tapes
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- **Vidi Amiga 12** £74.95
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- **Vidi 12 Real Time** Real time 12 bit frame grabber £139.00
- **Vidi 24 Real Time** Real time 24 bit frame grabber £233.00
- **Rendale 8802 FMC Genlock** £159.95

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- **Final Copy** £48.00
- **Final Writer** £89.00
- **Pen Pal** £29.00
- **Pagestream v3.0** £219.95
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- **Helm (NEW)** £89.95
- **Montage** 24 bit AGA Titling £279.99
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- **Scala MultiMedia MM211** £139.95
- **Scala MM300** £289.95
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2 Mb SIMM.........................£95.99
4 Mb SIMM.........................£152.99
8 Mb SIMM.........................£309.99

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33 Mhz	£71.99	£9199
50 Mhz	N/A	£137.99

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1 Mb by 4 ZIPS(1/2 Mb)............£22.99
256 by 4 ZIPS...................(each)£5.99
256 by 4 DRAM (DILs)............(each)£5.99
DKB 1202 A1200 RAM board......£84.99
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Kickstart 1.3.................................£19.99
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Kickstart 2.05 (for use in A600)...£26.99
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HC8+/42Mb drive...£197.99
HD8+/120Mb drive...£299.99
PC286 Emulator for HD8+/A530............................£99.99
G-Force 030 40 Mhz 4Mb RAM.............................£599.99
Hard Drive mounting kit for G-Force.....................£34.99

GVP Simms

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4 Mb..£194.99
1291 SCSI Module for A1200.....................£79.99

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CD Rom Amiga A570 only £98.99!
Turns your Amiga 500 into a CDTV. Includes Fred Fish CDPD disk & Sim City

XDS Dataflyer External Hard drive kit..............£64.99
DKB Mega Chip II (2Mb chip RAM)......................£169.99
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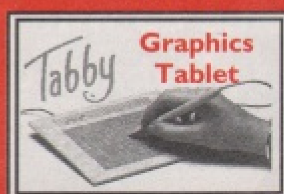
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•

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PUBLIC DOMAIN Top 50

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Brilliance Pro. paint and animation.......£119.99
Caligari 24 3D Design and animation....£94.99
Deluxe Paint 3.....................................£12.99
Deluxe Paint 4 AGA.............................£39.99
Make Path for Vista.............................£25.99
Real 3D Classic....................................£77.99
Real 3D V2...£389.99
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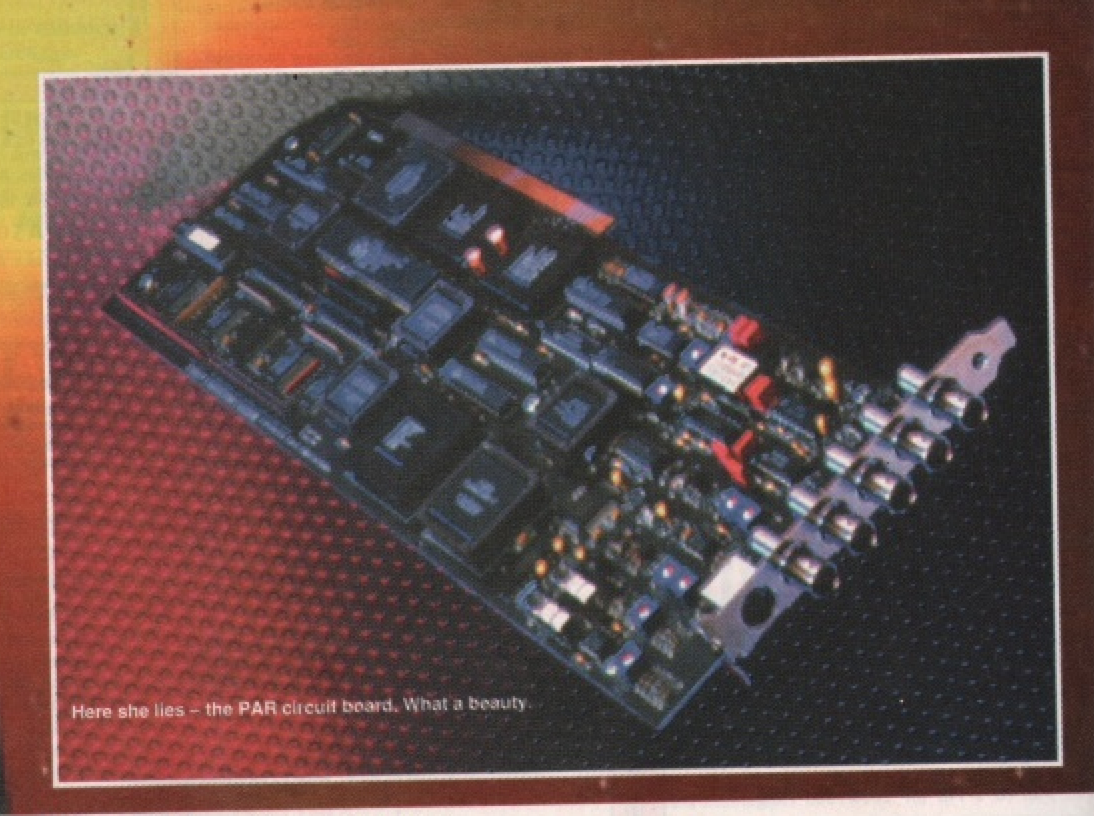
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Pagestream 3 U.K. version...................£249.99
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Pro Page V4...£109.99
Pro Page V4 & Pro Draw 3...................£159.99
Protext 4.3 W/P...................................£39.99
Prowrite 3.3 NEW!................................£45.99
Wordworth 2 AGA inc Print Mgr Special low price! £29.99
Wordworth 3 NEW!................................£107.99

DPS PAR card

What's all this then? A video recorder for your Amiga? Can it be true, have DPS really come up with a full-motion, full screen video recorder and playback card? Andy Leaning and John Sturan check it out.

CU AMIGA TOP RATED



Here she lies – the PAR circuit board. What a beauty.

Over the years I've used a lot of video products with the Amiga, but my one unfulfilled wish has been to play and record full motion video on it. The closest the Amiga has come so far was with CDXL for CDTV and, more recently, CD32. Providing you didn't wish to show more than 30 seconds of video CDXL, using *VLab* as a capture device could achieve reasonable results (more than 30 seconds, however, and you'd encounter problems). With sound and moving pictures shown in one quarter of the screen the results were just about good enough for games, and some educational CDs but not really usable for anything else.

In addition to the limited screen size and quality, there were other problems as well. For example, *VLab* digitising is in not real time and this made editing the sequence difficult. But given the limited playback on CDTV the restrictions in size and lack of real time digitising weren't really major problems.

I HAVE A NEED

However, with the CD32 and its FMV module currently on the market there is a demand for high-quality FMV titles, demos and games. As a result, software developers need a cost-effective method of getting their 24-bit animation's or video onto Betacam SP or D1 tape. (High-quality, mastering tape formats used to hold video data from which MPEG encoding can be carried out).

Therefore, I was pleased to hear that an American company, called DPS, had released a card for big box Amigas that allows just this. The card is called the Personal Animation Recorder, or PAR for short, and can record and play back computer animation sequences in real time. The card plugs into an Amiga expansion slot and replaces the record VCR and single frame controller.

To make the most of PAR for recording and real time playback of full resolution animation sequences you'll need a dedicated hard drive (not included) and component digital recording techniques. Because PAR stores the recorded sequences, digitally-missed frames, dropouts and other mechanical glitches which are frequently found with VCRs don't get a chance to crop up.

SAMPLE USAGE

As you would expect from an Amiga-based system, the PAR card supports direct rendering of all common Amiga image formats including 24 Bit IFF and Video Toaster framestore files and is compatible with most Amiga animation packages, including Real 3D, Morph Plus and Imagine.

So, to test PAR out, I rendered a very simple animation using Morph Plus. Morph Plus was set to render in 24-bit at a resolution of 768 x 576 and set the path to DDR. When all the frames have fin-

INSTALLATION

The PAR card is fairly easy to install although, at first, things can look daunting. Compatibility wise it will work with a Zorro II or Zorro III Amiga, ie an Amiga 2000, 3000 or 4000. Just lift off the cover of the 4000 and install the PAR card into a free Zorro slot. There is a ribbon cable which slots into the card fitted to the dedicated hard drive which in this instance was the Micropolis 2210A IDE drive and it worked without fail. The nice thing about PAR is that the drive is dedicated and does not rely on the Amiga system. No bus timings to worry about. Once the card was installed the software was very straight forward to install using the standard Amiga install programme.

The connections on the card are as follows: S-Video, PAL, Component and Genlock-Reference in. I connected the S-Video out to a 1084s monitor so I could have a look at the demos that came with the hard drive. And so saw, for the first time, 24-bit animations in real time played back through an Amiga. It was simply a matter of highlighting the animation of your choice and clicking with the mouse button on the play icon.


Creating stunning visual images is easy with PAR.

works reasonably well. Also, sections of video can even be given a ping-pong effect or reversed.

All of the individual frames of your video can be saved to an Amiga DOS partition or a given range. You could take these given frames and experiment with some of the special effects in *ADPro* and recompile them as an anim in PAR. So using your imagination you can create some particularly neat stuff.

There are other recording modes as well, such as the special effects outlined above which enables you to record at any frame rate, (12 frames/second for instance, which is useful for CD32 applications such as CDXL). You can record as low as one frame per second in this mode. With this time lapse you can grab slow moving objects and replay them them at accelerated rates. The amount of acceleration being set by the time lapse record rate, set in seconds per frame. Additionally, there is a manual record mode that is controlled by the mouse.

CAPTURING VIDEO

Many Amiga users, particularly games developers will use the PAR card to create FMV animations rendered from programs such as *Imagine* and *Morph Plus*. However, there is another option. By adding the optional Digital Processing Systems AD3000 card to the PAR you can capture a frame or record a series of frames from a video source.

The AD3000 is another Zorro card which must be installed into a slot next to the PAR card because a short ribbon cable is used to connect the two cards. The AD3000 is essentially a Time Base Corrector (TBC) card and provides S-VHS, PAL and Component Video inputs. Connecting a video source (such as a laser disc player or camcorder) to this TBC and running the PAR software allows you to watch the incoming video signal and then grab either single frames or complete sequences and all using the PAR software.

The grabbing and storing of live video using the AD3000 is one of the most impressive elements of the DPS system. Watching a standard A4000 capture a live video feed, and write it to the hard drive in real time is breathtaking – but then at the click of a button seeing it play back with no obvious loss is totally amazing!

The AD3000 and PAR combination does not compress video by using, as you would expect, MPEG – ie the compression standard behind FMV, but rather a DPS developed compression technique. This technology actually uses the JPEG chipset but gains higher compression ratios than they normally offer. This also ensures that the system can compress video in real-time, ie you don't notice that video coming in is actually being compressed and recorded! Only when you realise that it's doing this as you watch do you begin to realise the power DPS have managed to fit onto the cards.

Capturing video is really just another a bonus for the PAR, but one definitely worth having.

CONTROLS

Once an animation or video sequence has been recorded it can be played back at different frame rates (25,12.5,8,6 and 3 frames per second) you can also move backwards and forwards throughout the animation. The software provides a wide variety of controls and information, including the ability to move backwards and forwards through the sequence, a frame counter, time counter, scrub bar, frame advance, loop buttons and all other normal video style controls. There is also the ability to cut and splice frames together or join animations together.

One minor niggle, though, is that the PAR card is not a true non-linear video editor, ie the ability to edit the video sequence in any order you chose, although you can do some form of editing by splitting animations and joining various parts.

After some experimenting and late nights I had numerous clips of Abyss Directors Cut on my hard drive video and the quality was truly excellent.

set the path to DDR. When all the frames have finished rendering simply close the file in the PAR software and give the animation a name. You can now play the animation in real time using PAR. Various modifications can be made to the animation such as ping pong, reverse and splitting the anim. Pre-render files can also be made into anims on the PAR card as well.

In addition to using the PAR system to record Amiga-generated animations you can also use the PAR system to capture and record video (see the boxout on capturing video). The video can be previewed and when you find the section you wish to record simply click on the record button. I was recording up to five minutes of video without any problems. Different video sequences can be joined together with other video clips or sections of video can be cut. This gives basic editing facilities and


Everybody's gone surfing, surfing Milky Way. Nice rendered image.

SOUNDS HARD?

So far PAR has done everything you could want. But one area where it is definitely lacking is in sound. PAR has no integrated sound sampling support. But all is not lost, although there is no in-built audio recording, PAR can link up with the Sunrise AD516 to provide 16-bit sound recording. This works by using SMPTE coding, to get the PAR and Sunrise cards to work in conjunction with each other.

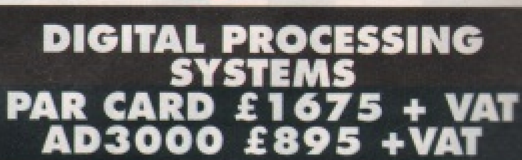
With a little fiddling around (jumping between the PAR and Sunrise software) you can have full motion video with synchronised 16-bit audio and it is very impressive. The only problem is that at present you can't capture sound and vision at the same time, although this should technically be possible with *ARexx* I haven't yet figured it out.

I must admit that the results of viewing a 24-bit animation in real time on your Amiga is breath taking. I tested recording a animation to high-band Umatic and the results were excellent. For anyone who may have used a single frame controller this was a snap, straight to tape no hassles at all. Of course S-VHS, VHS, High_Band, BetaCam SP or D1 recorders can all be used.

I enjoyed using the PAR card along with the capture card AD3000. This really makes the Amiga a serious tool for video as far as recording your 24 bit animations to video tape is concerned and believe me it works very well. The ability to capture video in real time is an added bonus. Sound too can be added, with the Sunrise card, and with SMPTE control sound can be linked to the video to single frame accuracy. Price wise, many will find it expensive but if you do a lot of animations and need to get them to tape PAR is value for money.

As far as FMV/Digital Video is concerned this card is excellent for producing master tapes of animations and video prior to MPEG encoding. The PAR card gives the Amiga a real advantage over other platforms for creating FMV titles and given the growing popularity of FMV films this is likely to help the Amiga's cause. CU

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EASE OF USE 90%
Simple and easy, although fitting DPS, AD3000 and the Sunrise all at once is a little daunting.

VALUE FOR MONEY 81%
High price for the Amiga, but for what for it does it's good value.

EFFECTIVENESS 89%
What more could you want?

FLEXIBILITY 83%
Could do with built-in sound, but otherwise good all round.

INNOVATION 92%
Amazing, watching it compress and store full motion, full screen video in real time on an Amiga is breathtaking.

> ***"Stunning, one of the most impressive high end products we've seen."***

OVERALL 93%



Above PAR!

You've just read the review of the fabulous PAR card from DPS systems, and now CU AMIGA gives you the chance to win a complete PAR card system! This brilliant system includes the PAR card, the AD3000 frame grabber and a 500Mb hard drive! In total, a prize worth over £2500!

The PAR card works with any big box Amiga, ie an A2000, A3000 or A4000 and allows you to capture and play back real time full screen, full motion video at video speed. It is the only card of its kind available for the Amiga and is quite simply stunning. With it you can create master video tapes of your animations, or grab video for special effects and then play it back it after editing!

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The editor's decision is final and no correspondence will be entered into. No employees of Premier Vision, DPS or Emap Images may enter. Closing date for this competition is 18/7/94.

PRINTER PRINTER ON THE DESK WHO WILL WIN THIS PRODUCT TEST?

Andy Leaning looks at low cost colour printing options for the Amiga and finds out that quality and speed are still possible below below the £200 mark.



The traditionally designed Seikosha SL96.

If you use your Amiga for word processing, graphics, or DTP you'll need a printer to see your work on paper. And, with the Amiga's superior colour capabilities you'll want a colour printer. But until recently colour printing has cost more than an average A4000.

Now however the prices of colour printers are in free fall, with colour dot matrix printers starting from as little as £150! But are these low cost printers worth the money you pay for them? is their output any good? and how compatible are they with Amigas?

Dot matrix printers are one of the oldest technologies in the computer market, even older than the original Amiga! They work on the simple concept of having a rectangle made up of little pins – typically 9 or 24 pins across (hence the expression 9 or 24 pin printers). By pushing various pins forward, the shapes of different characters or graphics can be built up. The pins pushed forward are then pressed against an ink ribbon and on to paper, this, in turn, creates an impression on the paper. The process prints one character at a time, then moves on to print the next character across or down until a full page is printed.

By increasing the number of pins available, better character shapes can be made, hence 24-pin printers give better quality (higher resolution) results than 9-pin variants. Dot matrix printers with both higher and lower pin counts have been developed and released (8, 18 and 48 pins have all been tried) although only 9 and 24 pin models have caught on.

COLOUR ME BAD

Dot matrix printers were originally developed for straight black ink output, and the technology to create colour is a relatively new idea. In colour dot matrix models the ribbon has rows of different colours with the ribbon moving up and down in front of the print head allowing different colours to be printed. Typically, there are four colour bands and with clever mixing of these base colours a wide pallet can be made up. The printers looked at here use a simple traditional print mechanism with an extra motor added to move the ribbon up and down.

HOLD HANDS WITH YOUR AMIGA

One aspect you should consider before buying a printer is its level of support on the Amiga. Many printers now advertised were designed for the PC, and if a driver is not supplied for the Amiga, you'll have to find a driver (under preferences) that is compatible with the particular printer you've bought. Using a driver which wasn't specifically written for your printer could cause problems, or prevent you from getting the best out of your new investment. In short, check if Amiga drivers are supplied with the printer when buying. Your dealer should be able to supply drivers for both printers reviewed here, if not actually supply them with the printer.

This technology can produce some nice results and is particularly suited for printing pages with small areas of colour, or graphics with few colours. It is not particularly suited for large areas of colour – such as AA or 24-bit graphics. The reason for this being that as the print head moves from one colour band to the next it carries with it some of the ink from the previous colour, and over a period of time this infects the colour bands with ink from other colour bands – resulting in off colour prints. Images with lots of different colours that can't be printed by using just one band are perfect examples of the kind of illustration that give dot matrix printers a tough time. Another problem with colour dot matrix printers is that because the images are made up by printing the image in squares of 9 or 24 bits at a time banding occurs. This results in lines running down or across the page, the lines being the join where the different squares meet.

These are perhaps the biggest disadvantages with colour dot matrix, and providing you realise their faults in advance and can live with them you won't be disappointed with the prints from any of the printers seen here. The dot matrix models we look at here, the Seikosha SL96 and the Citizen



Is it a bread bin or is it a printer? The Citizen ABC, A1 kitchen accessory!

SEIKOSHA SL96



CITIZEN ABC



ABC, are both 24-pin models and can be found for £198.58 and £164.99 respectively from various advertisers in CU Amiga.

CITIZEN ABC

The Citizen ABC printer was undoubtedly the more professional of the two printers looked at. In every aspect, apart from one, it seemed to be better than the Seikosha, the packaging, the software, the printer itself, and setting up it up. Ironically however, it was the most important element, print quality, that was worse.

The Citizen ABC was easy to set up, alarmingly so. A simple motor is added (used to move the printer ribbon up and down) and the colour ribbon then clipped in. If you find this too difficult help is at hand with the supplied Amiga software. The drivers disk provided not only has all the drivers needed, but also a tutorial which takes you through the whole installation process, even going to the length of showing you digitised pictures of the printer, where the motor goes etc – very smooth. 10 out 10 to Citizen for making this process so simple. It's a shame that this marvellous set up is spoilt by two problems. Firstly when fitting the motor you are advised to push it until it clicks in – which sounds simple enough, but I really had to push it hard and when it finally 'clicked' it was not a pleasant little click but more of a loud clunk, it worked without problem afterwards but on the review sample at least, the clips holding the motor are far too tight and required unnecessary force. The second problem is that the manual supplied with the drivers disk isn't very helpful. Yes, the driver software is easy to use, but if you do come unstuck don't expect the manual to be much help, it contains very little else other than how to load the software! The printer manual, by comparison, contains all the information most users will need on the mechanical operation of the printer – in the sort of detail we have come to expect from Citizen.

Other than the minor problem in fitting the colour kit its operation is okay, but output was a bit disappointing. The four colour ribbon provides strong colours but the print head creates more bands than I would expect. For straight text its quality is a bit lacking, with characters appearing faint and at times suffering from rough edges. There is also considerable interference and surplus ink found on and around printed text.

For single colour usage (spot colour) some interference could again be seen, along with further banding problems. For multi colour and graphics work, banding across images was also present, as you would expect with a dot matrix, but it occured more frequently than I would have liked. I would expect such symptons to be present using an old ribbon, but on a brand new ribbon (as tested) this was alarming and I can't help wondering what prints would look like after prolonged use! Printing times proved to be fast – the the CU AMIGA bench tests revealing an overall score of 40 seconds for the total bench test.

86%


Clunk, click, Jim should fix it – the Citizen's colour motor.

SEIKOSHA SL96

The Seikosha SL96 unlike the Citizen was more of a traditional design, with a straight, low, slim casing complete with tractor feed assembly and friction feed knob on the right hand side. The software drivers supplied were nowhere near as comprehensive or as easy to use as those on the ABC.

Setting up the hardware is, in fact, easier than the ABC, everything being prefitted – you don't need to fiddle around with motors etc. One up for Seikosha.

In use the Seikosha produced results that were both better and inferior to the Citizen. Our quality judging panel awarded it a good 5.5 for graphics and a strong 7 (both marks out of ten) for text. For speed however it was slower, clocking up a less impressive 43 seconds to complete the entire test! The quality of print, though, would enable the Seikosha to be used in an office or for serious home businesses. Its pictures, whilst suffering from more banding than the Citizen, were generally preferred by the panel and seemed to show more detail – whilst being slightly lighter. Continuous areas of single colour (yellow in the example) also fared better – much better – as can be seen from the prints (above left). For text the Seikosha is again definitely better, something all the judges agreed on – with text coming out darker and cleaner. Although the Seikosha is more expensive it would seem that in terms of print quality it warrants the extra money.

89%

AND THE WINNER IS...

A difficult choice. The Citizen feels a lot better, has a more professional air about it, and although it is marginally faster, both printers are very close to each other speed wise. But the Seikosha does produce considerably better results. In the end, despite the superior ease of use, reasonable print quality and lower price of the Citizen it's the cleaner prints and near equal speed of the Seikosha which finally wins the day.

Seikosha, tel: 0753 685 873
Citizen, tel: 0753 584111

Thanks to Silica (081-309 1111), who supplied both models reviewed here, for their assistance.

A TESTING EXPERIENCE

Starting with this review, we are beginning a new reviewing process for major hardware product tests. CU AMIGA has commisioned custom written bench test software with which we can test peripherals and upgrades. Doing so gives us a suite of bench test programs which thoroughly test the hardware, show up possible problems and finally provide a statistical figure revealing the individual products performance.

To achieve accurate figures the software sidesteps the official drivers, ensuring that the real hardware speeds are tested and not that of the drivers which, may cover up for poor performing hardware.

The tests are written in *Hisoft Basic 2*, and as already discussed "hit the metal" directly. They take control of the printer hardware and essentially issue commands to the print engine. By asking every printer reviewed to carry out the same instructions we can perfectly judge the real performance of the printer. These commands ask the printer to carry out a set series of operations, including outputting single characters, entire lines, and pages of text, line feeds, form feeds and changing between colours. Further tests indentifty possible compatibility issues with relevant printer standards eg Epson etc.

The speed tests produce an overall index by which these and all future printers can be judged.

But speed is only part of the reason why one printer is better than others. Perhaps the most important consideration is the quality of its output. But how do you judge printer output, especially colour images – this is after all subjective, everyone has their own feelings. Some may think a printout is too dark, others the complete opposite! To solve this problem and come up with an impartial and accurate figure we created a standard test image, this contained text and graphics. It was then printed and shown to five people, eash of whom were asked to rate the page on a scale of one to ten (ten being best). These scores were then averaged giving a overall score.

These figures are then combined with the normal CU AMIGA reviewing process, judging ease of use, documentation, etc to come up with a final score. The result is that CU AMIGA will be able to bring you consistent, reliable and accurate figures. You can bet on it.

PRINTER TEST RESULTS

TEST,	CITIZEN ABC	SEIKOSHA SL96
Print Quality For Text,	4.5	7
Print Quality For Graphics,	5.5	5
Speed Result,	40*	43*

* measured in seconds.
Marks out of ten. These figures should only be compared to other dot matrix printers, not inkjets or laser.

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Deluxe Paint II + 700 Clip Art pics	Pics inc. children, Fairytale + Legend characters, Sport, Cartoons, etc.
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Hobbyte 30 Easy Children's Games Pack	Simple games, or those with very easy levels. Even the youngest will be able to use some of these

SERIOUS USER'S PACK

Interested in music, programming and graphics? Then this pack is for you!

WITH AMIGA £39 | ALONE £49

Easy Amos	THE programming language. Wonderful manual is simple and entertaining - ideal for complete novices
OR AMOS Professional ADD £10 for this option	97% AF rating - the second highest rating EVER given. Learn to professionally create your own games, utilities. Loads of sample progs included
Hobbyte AMOS PD Greats	Dozens of utilities, Protracker music modules, example programmes that no AMOS programmer would be without.
Deluxe Paint III, plus 700 Clip Art pics	Create your own designs to incorporate into your AMOS progs
MIDI Recording Studio & MIDI Interface	If you have a MIDI instrument, this is everything you need to compose and edit your music
OR AmigaVision	Powerful presentation and production tool

STARTER PACK

A must for new users! All you need in one value pack

WITH AMIGA £15 | ALONE £25

10 blank discs	Make working copies of Workbench and other original applications discs as soon as you get them
Virus Killer	Check discs regularly, especially if sharing with friends
Mouse mat	Helps prevent dirt/dust collecting on mouse contacts

Plus Microswitched Joystick, 80 cap. lockable disc box, Dust Cover

HOT BUG GAMES PACK

The top-selling Hobbyte Hot Lot pack now includes the ultimate joystick !!!

WITH AMIGA £44 | ALONE £59

"THE BUG"	The only joystick ever to be given a Gold rating 92% AF, positive single-handed action, small and lovely!
10 "Hot List" Games The GREATEST!	See listing to the right for current HOT LIST, or phone for latest changes. Children's games available.
80 Prog. Hobbyte PD Greats Pack II 10 blank discs, mouse mat, 80 capacity lockable disc box, plus dust cover	Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every Amiga owner!

DESKTOP DYNAMITE EXTRA

Wordsworth 2 AGA.
Deluxe Paint IV AGA
Digita Print Manager
Dennis the Menace AGA
Oscar AGA
Trolls AGA
PLUS
2 'Hot List' titles
YOUR CHOICE - SEE ACROSS

SPECIAL WITH AMIGA £44 | ALONE £59

Wordsworth + Deluxe Paint IV are top packages in their fields, EACH with RRP's almost twice the total pack price. Together they can produce high quality documents including graphics in up to 256,000 colours

KIND WORDS 3 ADD £9.99

WORKS PLATINUM ADD £19.99

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THE HOT LIST

GREAT individually packaged games BETTER THAN THE REST !!
(previous RRPs up to £39.99 each)
ANY 10 £29.99

Or see packs across

Thunderbirds (7yrs+) ‡ -
Silly Putty - 90%+ lots of
Elf/Toki/Puzznic (counts as
Paperboy II ‡
Die Hard 2
Colossus Chess @
Challenge Golf
Battleships classic board game
Graeme Souness Soccer
Neighbours
Frankenstein ‡ @
Captain Planet
Silkworm Helicopter @
Tag Team Wrestling
Edd the Duck ‡
Stack Up ‡
Lemmings 92% AF
Round the Bend ‡
Fist Fighter
Sporting Triangles
World Cricket
Bart Simpson
Spiderman/Cptn America
Arcade Trivia
Xenon - C+VG Game of the
Blade Warrior - A Power, AF
superb reviews
Arnie
AWARD WINNERS
Space Ace, Kick Off, PipeMania,
(counts as 2)

‡ PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED
@ NOT A1200 COMPATIBLE
TITLES MAY VARY

*DPIII needs 2MB for animation on

• AMIGA SPECIALISTS • STAR GOLD DEALER • CDTV CENTRE • PHILIPS APPOINTED DEALER

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- CBM 1942 dual sync .28 dpi AGA monitor + speakers ...339.90
- **MICROVITEC AUTOSCAN 1438** 14" .28dp low radiation 15-40kHz for 1200/4000, infinately variable scan rates between 15KHz (default on boot-up) and 40 KHz for all AGA modes in this range. With tilt and swivwel ...294.90
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- Microvitec Cub-scan .28dpi for 1200/4000 as above, but 20" ...1039.99
- Microvitec Cub-scan .1782, 17", .27dpi, 29-82 KHz horiz. scan ...889.99
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- Zy-Fi Speakers ...37.90
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INTERNAL CLOCK		POA

*with cable & disc ADD £14.99 for Hobbyte fitting
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HARLEQUIN 32 BIT FRAMEMAKER ...GENLOCK INCLUDED FREE ...£1149
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Supports leading graphics packages/applications. TV PAINT JNR FREE £379.99

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Similar to Piccolo but with 4MB video RAM, prog res to 1600 x 1280, built-in video controller inc. 110MHz clock. TV PAINT JNR FREE £1489.99

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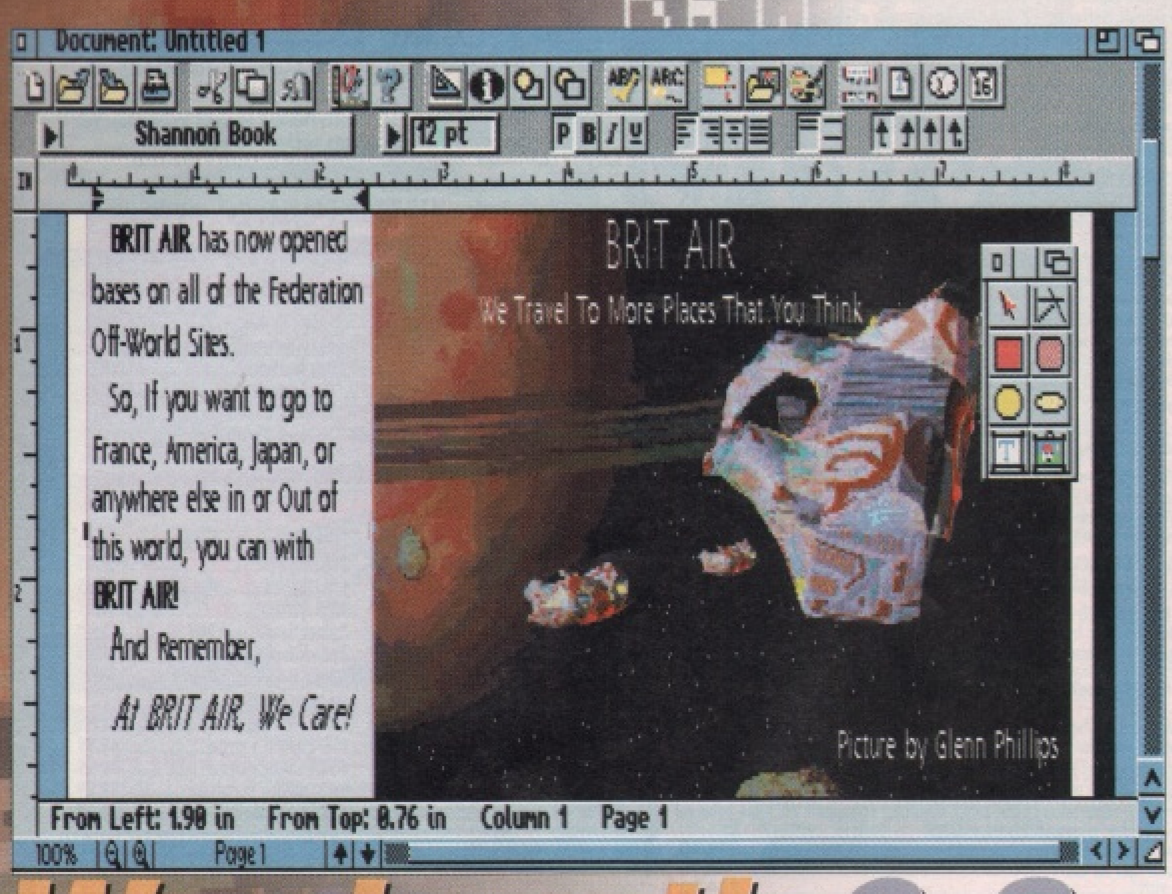
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Wordworth 3.0a

Digita have reacted quickly to the numerous criticisms levelled at *Wordworth 3.0* and have now shipped a revised version. Andy Leaning takes a look to see if things have improved second time around.

When *Wordworth 3* was released it was heavily criticised, and rightly so. A lot of users had the previous versions of *Wordworth* (thanks to a bundling arrangement with Commodore) and many of them immediately upgraded, trusting Digita to deliver a decent product. On receiving the program, however, many users, including CU AMIGA, were dismayed to find that it was, in fact, bug-ridden! Digita had taken one of the most popular Amiga word processors and converted it to a bug ridden example of how not to write software!

However, Digita were quick to react and promptly issued a statement saying that they would release an improved version which would correct many of the problems, increase the speed of the program and add a few new features into the bargain.

So have they? Is *Wordworth 3.0a* any better than the previous version? Well, Digita have corrected a great many of the serious crashes and flaws. The program itself seems to be more stable and reliable and far less liable to crash than version 3.0. There are still flaws in the program which completely lock up or freeze the system, but in general it's far more solid than before. However, I'm still not happy with its reliability – there is still work to be done here.

Most of the strange inconsistencies have been corrected (ie text disappearing, settings not saving and colours not being represented on screen correctly for example). As a result, the program feels a lot more secure, with operations responding correctly, as you would expect.

However, the near-invisible cursors in requesters is one obscure glitch that hasn't been removed. Digita claim there is little they can do about it. When using the program on AGA Amigas (ie the A1200 or A4000) with 256 colour screens the cursor used to edit text fields in requesters is displayed in a very faint colour, so faint in fact that at first you don't notice it's there. The result is that you keep clicking on the text field believing you haven't selected it – a small but annoying problem.

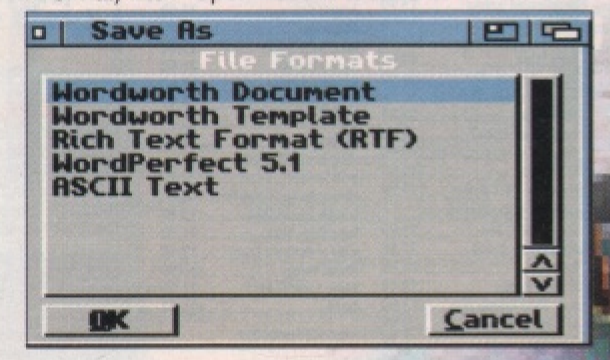
A DRAG ACT

No this isn't some clever witticism referring to a possible double act that *Wordworth* can perform, but rather one of the programs new features – a facility called Drag and Drop. This is one of my favourite features in Microsoft Word on the PC and its inclusion in *Wordworth* is wonderful. It's a very simple concept and allows you to move text around a document by simply highlighting the text, pressing the mouse button down and then whilst still holding it down (ie dragging it) you can move the text to a new position. Much faster than cut and paste, and a real time saver.

Digita have also added an additional export filter (*Word Perfect*) and improved the RTF (Rich Text Format) filter. 'Open Recent' is another MS Word type operation that has found its way into *Wordworth*. This pops up a submenu containing a list of the last few documents edited, allowing you to open them much quicker than going through the normal file requester process, and is very helpful for quickly restarting if you need to exit and restart *Wordworth* on a regular basis. However, *Wordworth* threw up a few glitches when I tried using this – eg not correctly remembering which files were opened.

Another nice facility is that the repeat command will now repeat formatting commands carried out, although the easy availability of the formatting commands via the Toolbar negates the advantages of this capability. Other than these there are no major improvements – this release is after all only an update to the previous major upgrade launch.

Speedwise *Wordworth 3.0a* has also been improved, although it's still slower than *Final Writer*. Straight command comparison reveals that some operations now take less time to complete, although I suspect most of the 'tune-ups' are internal and as such don't make much noticeable difference. Sadly, graphics manipulation is still very sluggish and this is one area in particular where Digita could really improve the program's performance.



Digita have added several new features, including a new *Wordperfect* export filter.

CONCLUSION

In conclusion, *Wordworth* is now a much, much better program and far easier to use. However, it still has a few bugs, and is nowhere near as fast as *Final Writer* and whilst this is the case I really cannot recommend it as a rival to *Final Writer*. For dedicated users of earlier versions of *Wordworth* (prior to 3.0) though, the new version is now more than good enough to warrant the upgrade fee, while for owners of 3.0 it's a must have.

In short, if you're a *Wordworth* owner then yes the new version is worth having, if you use another word processor and were thinking of upgrading, we'd still recommend *Final Writer*.



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EASE OF USE 95%
Although very sophisticated, Wordworth is very simple to use.

VALUE FOR MONEY 80%
More money than Final Writer yet hardly any more features.

FLEXIBILITY 83%
Although 3.0a is mainly a bug hunt, there are a few new features that increase its flexibility – ie Word Perfect export filter etc.

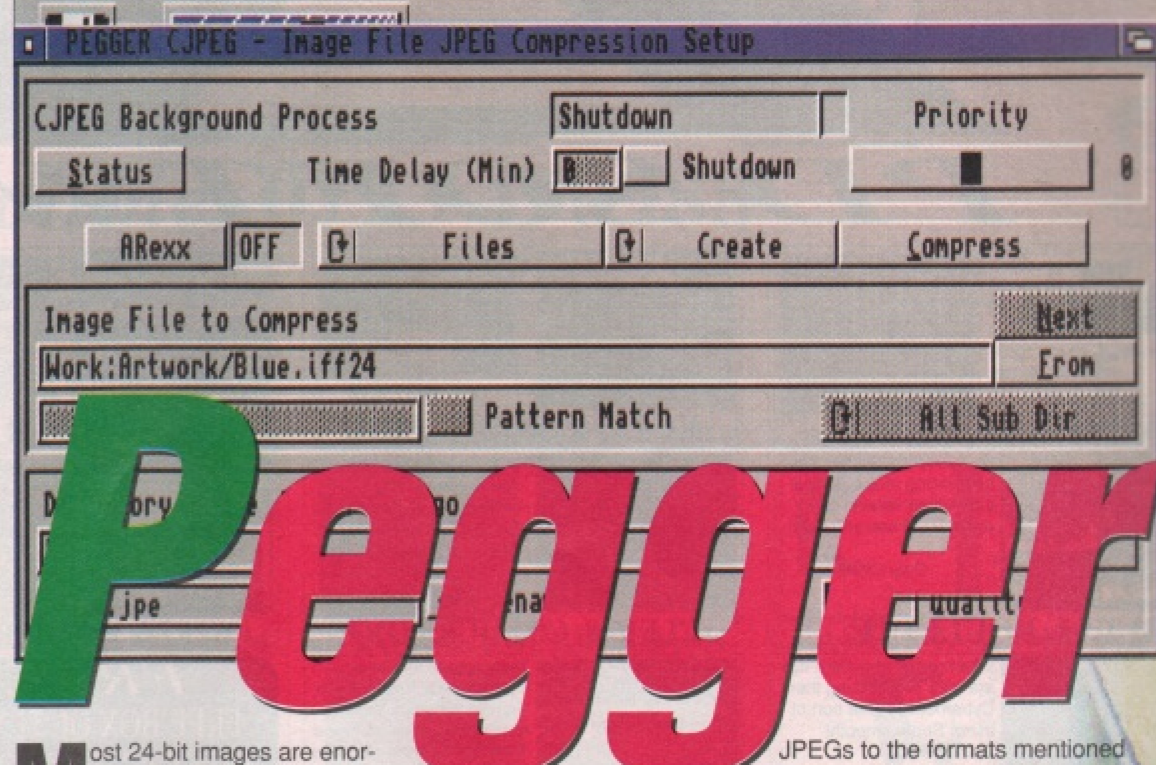
INNOVATION 80%
Nothing really new, but what is new is brilliant.

' A worthy upgrade for previous Wordworth owners, although for the best in Amiga word processing Final Writer is still the king. '

OVERALL 86%

Pegger

What can you do when your favourite graphics package won't load a JPEG file? *Pegger* comes to the rescue, as Tony Horgan finds out.



WHAT ARE JPEGS?

Using the JPEG format is an incredibly effective way of compressing image files. IFF files are generally about 80% of the size of the original raw data. That's a small saving compared to a JPEG file, which could be as 5% of the original image size, and would typically come in at about 10% of the original size. It sounds too good to be true – the only catch is a slight loss of definition.

JPEGing works by dividing the image up into rectangular blocks of colour, far larger than the tiny pixels that make up the original image. The original picture is scanned to find areas of very similarly coloured pixels. Where there is only a very slight change from one pixel's colour to the next, the whole lot are changed to a single colour. This block can now be defined with one piece of colour information, and the dimensions of the area. Compare this to the original area, which would need separate colour information for each of the pixels.

The level of approximation is decided when you convert the file or save out your image. More smoothing and blocking of the colours will give you a smaller file, but the JPEGging effect will be more obvious. However, if it's used properly, there needn't be any visible loss of quality. The first of the images below is the original HAM-8 IFF image, which takes 300K of disk space. Second is the same image with the JPEG quality setting at 80%, requiring 116K of disk space. Number three shows noticeable degradation with the JPEG quality setting down at 2%, but now the image only uses 11K of disk space.


The original IFF image: file size 300K.


The same image JPEGed at 80%: file size 116K.


The same image JPEGed at 2%: file size 11K.

Most 24-bit images are enormous. The size of a single hi-res 24-bit IFF picture can be as large as 2Mb or more, and that's with the inbuilt compression of the IFF format! For anyone creating broadcast-quality images or animations, this can be a nightmare. Fortunately, the JPEG image format can be used to drastically cut down on the disk space needed to store 24-bit pictures. However, most of the major Amiga graphics packages will only import IFF images. *Pegger* rectifies the situation, giving all your graphics programs the ability to load and save in JPEG format.

JAKE THE PEG

Pegger is a suite of three simple modules: Snoop, CJPEG and DJPEG. These can be called up either from icons on the Workbench, or from the Tools menu. Snoop is the part that runs as a background task, automatically stepping in to handle JPEG files for your graphics programs. CJPEG is short for Compress JPEG, and DJPEG stands for Decompress JPEG. These two sections are used for converting files to and from the JPEG format.

Probably the most useful for most will be the Snoop section. Once the main *Pegger* program is run, Snoop stays resident in the background until you close it down. The first time you run it, you'll need to define a directory from which you want to load JPEG files. This directory includes any sub-directories, so if you set up Snooping on your main Work: partition, *Pegger* would check all calls to load image files from anywhere on the main partition. If the file selected is a JPEG, Snoop cuts in and decompresses the file, which would then be loaded into your graphics package. JPEGs can be decompressed into 24-bit IFFs, HAM-8 IFFs, FrameStore for the Toaster, DCTV 3 and 4, and DCTV Filter. It could hardly be easier.

The same procedure is used for saving, although you would probably want to limit Snoop's save directory to one devoted to JPEGs. With Snoop's saving turned on, it automatically saves out any IFF images as JPEGs, but as a JPEG is only an approximation of the source image, using this for all saving operations would lead to degradation of images while they were still in creation. By limiting this to a directory called JPEGs, for example, images would be saved as IFFs, or your normal format, unless saved into the JPEGs directory. The quality of the saved JPEGs is set in the Snoop setup window.

The DJPEG and CJPEG sections are very similar. These allow you to convert images from JPEGs to the formats mentioned above, and vice versa. Files can be processed individually, or you can select a batch of files from the same directory. The converted files can replace the originals, or you can have a new set of files made up. A status window is included to keep you posted of what's going on.

WITH THE EXTRA LEG

Anyone using 24-bit graphics on a regular basis would benefit from *Pegger*'s automatic compression and decompression. Whereas *AdPro* and *ImageFX* are quite capable of loading, saving and converting JPEGs, it's *Pegger*'s interaction with other graphics programs such as *Deluxe Paint AGA* that makes it such a useful utility. CU

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EASE OF USE 88%
Very simple to use. Nothing much to do after initial setup.

VALUE FOR MONEY 75%
As part of a professional 24-bit studio, not expensive, but not cheap either.

EFFECTIVENESS 80%
It walks, it talks, it converts JPEGs... well, it just converts JPEGs actually.

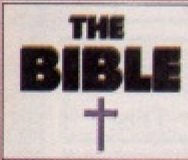
FLEXIBILITY 80%
Directly compatible with all 24-bit IFF and HAM-8 IFF packages, DCTV and Toaster. JPEGs also add further cross-platform compatibility.

INNOVATION 77%
JPEG compression is nothing new, but the automatic interaction with other software is very useful.

"A very useful utility for any 24-bit artist."

OVERALL 80%

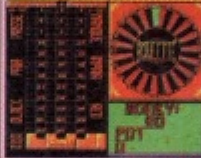
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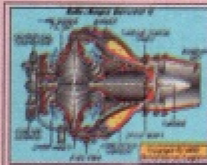
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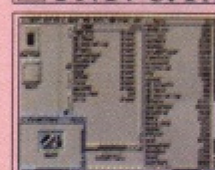


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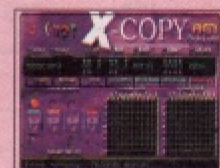
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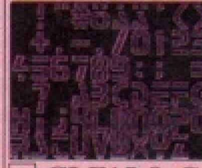
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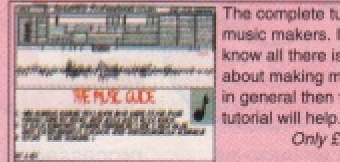
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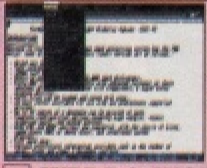
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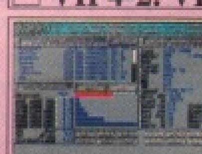
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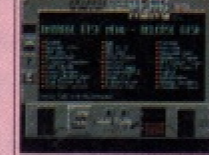
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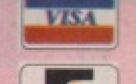
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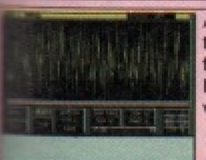
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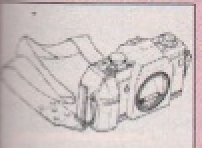
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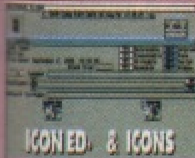
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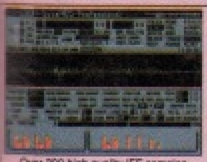
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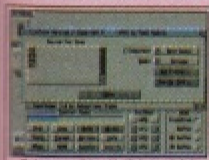
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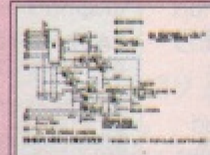
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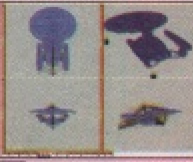
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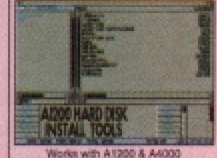
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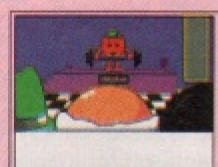
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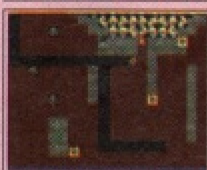
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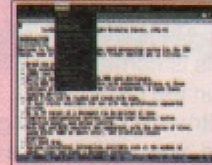
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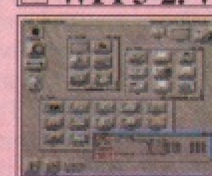
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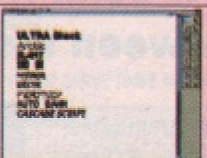


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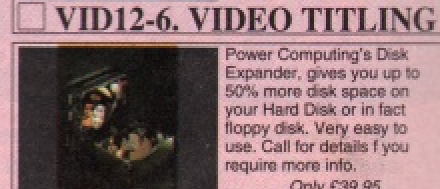
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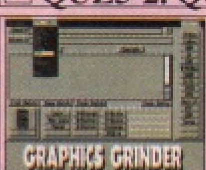
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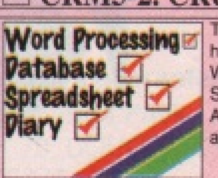
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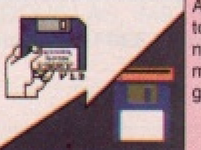
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Montage 24

A graphics program which doesn't handle a great deal more than text might seem odd. John Kennedy reads between the lines.

In America, the Amiga has been described as a power supply for the Video Toaster. This is a bit strong, but the Toaster is one of the most amazing computer peripherals ever invented, and has become an essential piece of hardware in NTSC TV studios where it offers amazing broadcast-quality images at bargain prices.

Largely as a result of this, the Amiga is seen as an extremely affordable way of getting text and pictures onto the small screen, and with the advent of the AGA chipset it's now possible to do it without any extra video hardware.



Images can be imported and given 'bevelled' appearance. Then you plonk your text on top and the job's finished. Polly want a cracker?

FEEL THE QUALITY

Montage 24 is a program which enables you to combine text and pictures on screen. It evolved from the *Broadcast Titler* series of programs which manipulate the Amiga hardware in all sorts of impossible ways. Montage offers more of the same and is aimed at the DTV market, where high-quality words are all that is required. You can tell *Montage* has been designed for Video Toaster owners because it's so easy to use. For example, if you want text at a certain part of the screen, all you have to do is click where you want it and start typing.



The text can be any size, shape or colour and once entered (or loaded from file) it is displayed on the special preview screen. Here it can stretched, warped and edited until it looks perfect. Unlike *Deluxe Paint*, the text can be 'picked up' after it has been typed, and then stretched vertically and horizontally until it's exactly the same size. The process isn't exactly instant, but on an A4000/30 it wasn't exactly a tedious process by any means.

The ability to directly manipulate text like the example shown on this page is great, and although a bit rough, the preview screen gives a good indication as to the colours and detail which will be present in the final image. Rendering the image may take a little while but this is normal – an awful lot of work is being done in the background. The text, which could contain ultra-smooth shade graduations and shadow effects, was calculated with 24-bit accuracy and a phenomenal level of anti-aliasing. The result (which can be displayed on-screen, saved to disk or both) is some of the best text you will ever see on your monitor. Forget anything you could create in *Deluxe Paint* – these images look amazing.

Using a super high resolution, interlaced overscanned HAM8 screen (phew!) the words look superb. To put it into perspective, for a video signal to be classified as broadcast quality your text needs to have a resolution of 35 nanoseconds: *Montage 24* produces an output resolution of one nanosecond.

Backdrops for the text (you might prefer to genlock the result over some live video) can be created from a range of smooth graduations. Or, if you prefer, you can load an existing file, if you have access to some high-quality images (Photo CD for example), and the end result looks incredible, especially with the text shadow option switched on.

Brushes and boxes can also be created with bevelling and edge effects. *Montage* is no *Art Department Professional*, but then it's not meant to be: it's a damn fast way of putting lots of text and images together, and making them look extremely smart.

Animation is limited, almost to the point of non-existence. There are a few fading effects (if you have a GVP G-Lock genlock you're in luck), but generally the effects are all based on the Amiga's ability to scroll screens vertically. With care, the results can be astonishing – but don't expect anything special in the way of effects.

USING IT

Montage drives the Amiga hardware directly, ignoring the Amiga's operating system most of the time. However, because of this I have serious reservations about the program's reliability. I only managed to crash it once or twice, but I missed the standard Amiga gadgets and requesters – and don't expect *ARexx*, or you'll be disappointed.

Another potential problem is the minimum hardware requirement needed to run this monster text mover: how does 1Mb chip ram, 8Mb fast ram, 10Mb of hard disk and a 68020 chip sound? If you have an A4000 or A1200, you better also make sure you have at least 1,900,000 bytes of chip memory free.

I like manuals which start with 'your Amiga will never be the same', but I don't like programs which choke when you run them in an AGA screen mode. For a program specifically written to make use of AGA graphics, this is particularly strange. Also strange are the occasional hang-ups when saving 24-bit images, and obscure ghosting of erased boxes. For this money, I would have expected a little more in the way of dependability.

If you 'only' have an A2000 with all the necessary memory and a processor upgrade, don't worry – you can also make use of Montage if you have either the Opalvision video board or GVP's ImpactVision system.

CONCLUSION

Montage is designed to display text, mainly for use in the video graphics business. However, the text is of such high quality that other Amiga graphics folk should be more than interested – the results are better than any paint or image processing program, and the save to 24-bit option means most recent programs will cope nicely.

It can't be denied that *Montage* is pricey, but if you've been able to kit out your Amiga enough to run it you could probably afford this too. If you need to repay your overdraft after all the hardware, start a wedding titling service: *Montage* will kit your studio out to look like the BBC Video workshop beside the character generator units your rivals found in Dixons. CU

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EASE OF USE 85%
Designed for users who might not even know they were using an Amiga.

VALUE FOR MONEY 70%
Expensive, although if you can afford the hardware you can probably afford this.

EFFECTIVENESS 89%
Some fantastically clear text, with excellent graduated and embossed effects. Let down by some lurking bugs.

FLEXIBILITY 80%
The eight supplied fonts are very good, with extra fonts and software to convert PostScript fonts coming soon.

INNOVATION 88%
Just the sort of software that could help the Amiga appear more on British television.

"A quality videographics system, which makes the most of the Amiga's strengths."

OVERALL 84%

HiSoft BASIC 2

at last!

BASIC Instinct

...have you got it?

HiSoft BASIC 2 shows off its AGA support

HiSoft BASIC 2 is a complete development system which is ideal for both the professional and the casual programmer.

Your programs can be written with the integrated, multi-window editor where there is a complete range of features that allow you to create, edit and run your BASIC programs without ever leaving the comfortable interactive environment: block marking with the mouse, cut, copy and paste, bookmarks for quick reference, fast, case-sensitive search and replace, flexible organisation of your text windows, compilation at the touch of a key and much more.

The editor takes full advantage of the new features of Workbench 2 and Workbench 3 and there is a version of the editor that emulates many of the advanced features of Workbench 2 under Workbench 1.3.

The Compiler

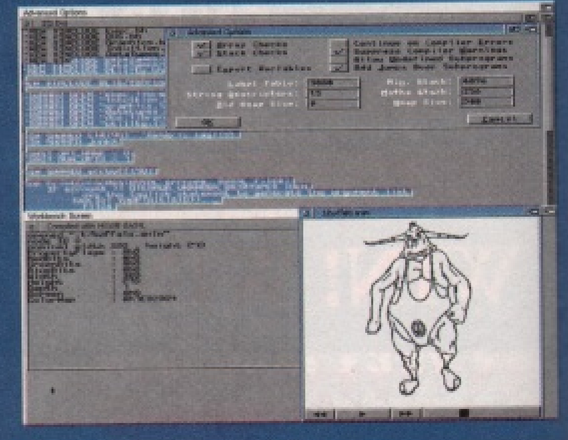
HiSoft BASIC 2 is a compiler that feels like an interpreter when you use it from within the integrated environment. It takes source code either directly or via the *include* statement and produces fast, efficient 68000 code; it is also possible to pre-tokenise your source code to obtain maximum speed of compilation. The syntax is highly compatible with other implementations including Microsoft QuickBASIC™ (PC), AmigaBASIC etc. allowing modern, structured programming with a high degree of portability between different machines. The graphics commands built into HiSoft BASIC let you take advantage of the AGA chip set.

You can link with assembly language and SAS/Lattice C programs and compile to memory for testing or compile to disk to produce your final, standalone masterpiece.

The Debugger

There are times when your program does not behave in the way that you planned. On these occasions, you can use TRON/TROFF statements to trace execution by line number, or you can invoke the HiSoft BASIC debugger.

This is a medium-code-level debugger, which displays the source code and object code of your program at the same time. You have access to all your BASIC sub- program and function names and you can step through the BASIC source code by line, setting breakpoints as appropriate.



Even Animation Datatypes are easy!

The Libraries

HiSoft BASIC 2 comes with libraries that let you access the features of all versions of the Amiga operating system from Workbench 1.3 up to Workbench 3.1. The standard Amiga names are used, as described in the ROM Kernel manuals, making it easy to translate examples from C. There are examples of using and displaying IFF files, Datatypes, Gadtools gadgets & menus, Tasks, Sound etc.

The Package

HiSoft BASIC 2 is supplied with a comprehensive, 640-page manual which, in addition to user and reference sections, also contains an extensive tutorial on using the package.

The system works on all Amiga computers with 1Mb or more of memory, at least one floppy drive, keyboard and mouse, in all 80 column screen resolutions. We recommend 2Mb of memory and a hard disk if you intend to work on larger programs or to take full advantage of the new operating system features.

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Interplay

CD-ROM is big business. Tony Horgan takes a look at a new authoring system specifically designed for CD32 titles.

Developing CD-ROM titles can be a tricky business. For a start, you can't just write, and then re-write to a CD, like you can with a floppy disk. Instead, the data for the CD has to be assembled on a hard drive, and then copied onto a CD. If that wasn't enough hassle, there are further complications that arise from including audio tracks, Full Motion Video, CDXL clips, and all the other bits and pieces that a CD title needs to work smoothly. *Interplay* is a multimedia authoring system that's been designed specifically for CD32 development, and aims to make the whole process as painless as possible.

SETTING IT UP

Interplay is similar in many ways to the multimedia packages *MediaPoint*, *Scala* and *Hyperbook*. It works on a system of pages. Each page can be interactive or non-interactive. In other words, a page can have buttons on it that jump to a new page, cue animations, music, sound effects, video clips, scripts or external programs, or it can be just a picture or text screen.



This is a simple example of how your *Interplay*-developed screens may look. The pictures are actually buttons which when clicked on, will launch specified programs, animations or soundtracks.

The process for setting up a page is quite simple. As *Interplay* is geared towards CD32 development, it only accepts input from the control pad. All functions in your productions have to be called from on-screen buttons, so the first thing to do is set up some buttons on the page. This is just a matter of dragging out a few boxes with the mouse to define the size and position of each button. Buttons can be blank, or contain an IFF image or text. IFF images are automatically scaled to fit the buttons, or the button can be snapped to the size of the image. You may have a number of images with different palettes displayed on the same screen. In this case, they are all re-mapped with a new 64 colour palette.

Once you've got some buttons, you can assign different functions to each. A button can have a whole sequence of events tagged onto it. An IFF sound effect can be used to acknowledge a press of the button, or you could play a *ProTracker* music module (there's no *OctaMED* support). You can add to this with some visuals. Select whether you want a still screen, an animation, a CDXL or FMV (MPEG) movie, and then pick the file you want from the file requester. Sound and animation can be played from RAM, or spooled directly from the disk. Alternatively, you can cue a standard CD audio track, run an external program from anywhere on the disk, or move to another page.

(Above) The fiddly little control panel, from which all of Interplay's functions are controlled.

You can test your creation at any time. Interplay has a CD emulation mode, which lets you run through the production using the Amiga keyboard instead of the CD32 controller. Just about everything appears as it would running from a CD, apart from the faster access times of the hard drive. When you feel your masterpiece is ready for a preliminary CD pressing, you can use the ISO build feature to prepare the data for recording to a pre-production CD. Until you cut a CD, there's no way of being sure that your project will work properly. To minimise unnecessary expense and CD pressings, the manual includes a listing of all the system files and directories that will be needed for a CD32 disc, along with tips on production methods.

WHY NO MENUS?

Interplay is one of those programs that completely ignores the standard Workbench 3.0 system of windows, requesters, menus and gadgets. This would be reasonable if its alternative interface was an improvement, but it's not. Everything is controlled from a pokey little panel of buttons and icons, with little logic in the layout. Some functions want a right mouse click, others want a left mouse click, and some of the buttons turn into little menus. It's all a bit disjointed and fiddly. Workbench 3.0 has a very nice operating system. Why complicate things with an inferior interface?

VALUE FOR MONEY?

Although *Interplay* is far from stunning, it does have some handy CD-orientated features. It's not so much a tool for writing CD32 software, as a means of piecing together a series of programs, and getting them to run happily from a CD. Then again, you could use it without having to run any external programs, but you'd be limited to displaying animations and movies, and playing back sound files.

Unfortunately, its price is ludicrously high. Compared to the slick operation, features and general power of similar multimedia packages like *MediaPoint*, it looks a bit frail. *Interplay* is basically a collection of sound and graphics playback routines, with an automatic script-generator to tie it all together – hardly revolutionary. Considering the lack of immediacy and user-friendliness in the interface, the price is a bit much to swallow. There are no licence fees to be paid, you're free to use it in any projects without any further payment, but even that can't excuse it. With a new front-end, a big price cut, and some shiny new presentation touches on offer for your productions, it would make a far more attractive proposition.

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EASE OF USE 70%
Simple enough once you know your way around, but hampered by an awkward customised interface.

VALUE FOR MONEY 40%
An awful lot of money for a rather simplistic system.

EFFECTIVENESS 70%
It's effective enough if your plans aren't too grand.

FLEXIBILITY 60%
A graphic menu system for cueing your own programs and animations is just about all you end up with.

INNOVATION 92%
The ISO preparation feature is good, and the FMV playback is essential. Other than that, there's nothing that hasn't been done before, and done better in many cases.

"A competent, if simplistic authoring system, marred by a vastly-inflated price tag."

OVERALL 60%

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CD32 UPGRADE

If you're the proud owner of both a CD32 and an Amiga you've probably been pondering the question of how to connect the two together and use the CD-ROM drive for your Amiga? Maybe you've only got a CD32 and would like to use a keyboard with it? To find out how it could be done Andy Leaning took a look at a new gadget from Brian Fowler Computers.

The CD32 is the most advanced games console currently available, and the Amiga is the most advanced home computer available. So how come you can't use the CD-ROM drive inside the CD32 as a CD-ROM drive for the A1200? Well, maybe you can? Brian Fowler Computers have now released a new peripheral that allows you to do just that, and a little bit more as well.

Their new peripheral plugs into the CD32 'aux' port and allows you plug in both a keyboard and connect the console to the A1200 via a serial link and then allows you to read files on a CD disc placed in the CD32 on your Amiga.

Connecting the two systems up is fairly simply. The lead is a Y lead, with one plug at one end, and two at the other. The single plug end goes into the aux port of the CD32, whilst a D plug on the other end connects to a null modem cable, which in turn goes into the Amiga serial port. The other plug (alongside the D type connector) is for a keyboard – see the box out on keyboards. This is all that is required from a hardware point of view and so is quick and easy.

WHAT ELSE?

Currently, there are no alternatives to this expansion. However, several peripheral developers are working on CD32 upgrades. Here are three that we know of.
1. Microbotics SX1. Available from Indi
A plug in expansion port providing RAM, serial/parallel interfaces.
2. Amitek CD32 Expansion. Available from Silica
Similar to the Microbotics board.
3. Commodore.
Not really an expansion, but rather a simplified way of getting programs and files from the CD32 to the A1200. Similar to the CD32 Add On Port reviewed here.
These should all be out by the end of Summer.
And of course we can't talk about CD32 upgrades without mentioning the FMV module. This is available now and lets you watch movies and pop videos with VHS quality pictures and CD quality sound on your CD32! An absolute must for all movie mad CD32 owners with around £200 to spare!

Now, however, it gets more complicated and the true cost of the upgrade emerges. The basic price for the upgrade (£29.99) and an additional 'null modem cable' (£9.95) is for these cables alone, giving a physical link. But you also need some communications software which will do the transfer for you. Given that the manufacturing cost of the cables is probably not extortionate the the transfer software should really be provided free, but it isn't.

Here it is– the upgrade cable.

Instead you need to buy one of the many PD disc compilations available that include a 'Comms' program and an Amiga transfer disk – Brian Fowler Computers suggest the CDPD III disk (£19.95) and what they call an 'Amiga Transfer Disk', priced at a further £2.00. Which brings us to a total of £61.89 by my calculations!

Once you've got this lot you run the Comms software on the CDPD III disc and more software on the Amiga, which establishes a software link between the two systems, allowing you to copy programs and files from the CD32 disc to the Amiga.

As the software on the CD32 is normal Comms software it requires setting up, ie you have to select baud rates etc. The actual copying is done by typing in command lines in a shell – an example being 'copy ~CD0:pict.iff RAM:' and while this is documented in the manual, I feel that with the price of this upgrade it should not only have software included free, but also the software should be purposely written to arrange the connection for you and then give you a list of files on the CD disc in the CD32 (maybe via a standard requester), so that you can select which files and programs to transfer over.

Having to mess around with baud rates, and shell commands makes the whole process far more complex than it needs to be. A simple program to check for the CD32 and give you a *Opus* style source and destination list of files to copy would have been fairly



easy to write and made the whole process so much easier. A missed opportunity if ever there was one.

Once you've got the two systems connected, and have the software up and running it's just a matter of copying files over. Unfortunately, there is no way of directly running software from the CD disc, or loading files into an application directly from a disc – thus losing much of the advantage of having a CD in the first place!

CONCLUSION

If you've got a CD32 and a normal Amiga then you might consider this, but it's probably better to wait and compare it on price and capability grounds with the other CD32 to Amiga interfaces that have been promised shortly, you could save money if they bundle everything together.

If you've got an Amiga and are looking for a CD-ROM system, either wait for Commodore's official drive, or alternatively try one of the many third-party CD-ROM drives and interfaces that are available. This will be cheaper than buying a CD32 (£249), even though FMV will be lacking. In short, whilst the concept of connecting the CD32 to an Amiga is a very good one, this product is very over priced and not particularly well thought out. For this money you shouldn't have to mess around with Comms software, it should do it for you!

BRIAN FOWLER COMPUTERS £61.89

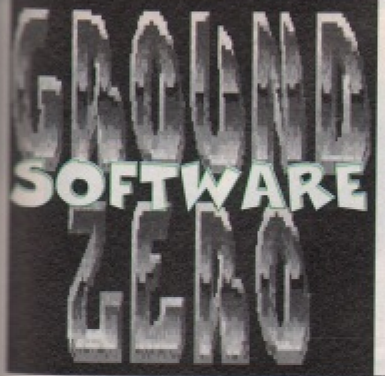
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U187 **MOBED 2** - Sprite drawing and animation editor. For coders.
U154 **AUDIO ANIMATION** - Animation studio with onion skin facility. Sound samples can be assigned to any frame.
U54/U55 (2 DISKS) **VIDEO UTILITIES** - Collection of useful video titling tools.
U285 **sMOVIES** - Video titling tool. For adding scrolling text to videos. Text can scroll up or down and across the screen. Plus some other xtra fx.
U295 **MIXED IMAGINE OBJECTS** - Loads of Star Trek objects and military hardware objects for use with the Imagine raytracer.
U334-341 (8 DISKS) **MIXED IMAGINE OBJECT 2 TO 9** - Series of miscellaneous objects for Imagine.
U296 **GRINDER** - Picture file format convertor. Supports GIF, JPEG, HAM-E, HAM, TIFF, ATARI, etc...RECOMMENDED you run Grinder from a hard drive with at least 2 megabytes of memory.
U354 **LYAPUNOVIA V1.5** - Fractal generator. More flexible than mandlebrots.
U270 **VMORPH** - Another excellent morphing programme.

CLIP ART

U236 - Photo copiers, Office, Men at work.
U230 - Food.
U224 - Sign boards, Star Trek, Christmas.
U223 - Sports, Transport, Work.
U221 - Anatomy, Buildings, Christmas, Holidays.
U220 - Animals, People, Places.
U218 - Cartoons, Construction, Religion, School, Weddings.
U100 - Teddy bears.
U96 - Easter, Christmas, Jungle Animals, Famous faces.
U95 - Zodiac signs, Computers, Symbols, Logos, Sport.
U251 - Babies, Furniture, Space, Skeletons.
U233 - Christmas.
U229 - Cars, Flowery decorations, Cupid, Hearts.
U227 - Palm trees, Party invites, Maps of Europe, Postage stamps.
U226 - Wild west, Crowds of people, Frames, Signs.
U225 - Fancy letters, Cars, Cute Animals.
U222 - Music, Silhouettes, Symbols, Teddy bears.
U356-365 (10 DISKS) MILITARY CLIP ART.

MUSIC TOOLS

U314 **OCTAMED TUTOR** - comprehensive manual for struggling Octamed users.
U371/372 **DRUM KIT SAMPLES** - Countless drum samples, snares, bass, toms, claps, cymbals, etc..
U325 **OCTAMED V2.0** - The best PD music sequencer around. Quite complex, but well worth the effort.
U344 **DELITRACKER v1.37** - Music module player. Supports 50 formats. •NOT A500•
U256 **ST-05** - Sound samples and intruments for use with either U183 and U325.
U257 **ST-11** - As above.
U258 **ST-50** - As above.
U259 **ST-87** - As above.
U260 **ST-88** - As above.
U261 **ST-89** - As above.
U262 **ST-91** - As above.
U263 **ST-92** - As above.
U264 **ST-93** - As above.

DISK UTILITIES

U281 **D-COPY 3.1** - Powerful disk duplication software.
U215 **FREECOPY 1.8** - Duplicates 100's of game titles.
U283 **LOCKPICK** - Similar to Freecopy but supports some other different titles - around 450.
U158 **NOERRORS** - Formats hard drives and floppies with hard errors (physical damage to surface) and hides them so data will not be written or read from the bad tracks. Saves you money, useless disks can now be used.
U94 **MRBACKUP** - Hard drive backup software.
U327 **DISKSALV 2** - Corrupt data recovery. Undeletes files, validates disks, reads badly corrupt files and rewrites them, etc... •NOT A500•
U328 **MAVERICK COPIER** - Another powerful games copier. Well over four hundred games supported.
U329 **EPU HARD DRIVE STACKER** - Increases hard disk space upto 50% using special compression libraries which compress files written to the disk. •NOT A500•
U330 **DMS II** - Compress entire disks into a single file, upto half it's size. Boot blocks and all. Even works with NDOS disks and HD disks. •NOT A500•
U345 **REORG V3.11** - Disk optimiser, rearranges data on floppies/hard drives for optimum performance. •NOT A500•

MIXED UTILITIES

U291 **RELOKICK** - Downgrades your A500+, A600 or A1200 to Kickstart 1.3. Very reliable compatibility ratio when used to run many A500 only titles. Even works with many commericial games. Essential.
U301 **A-REXX MANUAL** - Extensive manual on the A-Rexx programming language. Many example scripts.
U206 **RACE RATER** - Horse racing predictor.
U294 **POOLS TOOLS** - Football pools predictor.
U323 **FOOTY** - Football league database. Presents various types of statistics, plus match predictions.
U316 **MAGIC WORKBENCH** - Give your Workbench a cosmetic face lift. Changes the icons and a choice of background patterns •NOT A500, REQUIRES A HARD DRIVE•
U293 **PARBENCH** - Amiga networking software. Allows communications and control bewteen two connected Amiga (even CDTV) computers.
U353 **TERMINUS 2.0d** - Excellent modem communications software.
U300 **NCOMM 3.0** - Lastest version of this incredibly popular communications package. Very easy to setup. Great for beginners.
U267 **SPECTRUM EMULATOR V1.4** - Run Spectrum games on your Amiga. Load in software via a sampler. Games can then be saved to disk.
U241 **CANON PRINTER DRIVERS** - Bubble Jet drivers for the following models: CanonBJ30, CanonBJ10-20, CanonBJ300-300.
U239 **STAR PRINTER DRIVERS** - 9 and 24 pin printer drivers for the Star range of printers.
U103 **MESSYSID II** - Transfer files to and from Amiga DOS and PC MSDOS disks.
U313 **AGA UTILITIES** - Loads of utilities for A1200 owners. Includes a number downgrading tools.
U274 **CG FONTS COLLECTION VOL.1** - Scalable Compugraphic fonts for word processors and DTP that support this format. High quality.
U275 **CG FONTS COLLECTION VOL.2** - As Above.
U276 **CG FONTS COLLECTION VOL.3** - As above.
U308 **CG FONTS COLLECTION VOL.4** - As above.
U369-370 (2 DISKS) **SCALA BACKGROUNDS** - Hi-res backdrops for use with Scala.
U366 **TRONICAD** - Schematic designer and printer.
U342 **SUPER LEAGUE 3.40** - Fully configurable Football league database. Loads of features.
U246-U247 (2 DISKS) **MORC V1.0** - Rune stone fortune teller.
U216 **BON APPETIT V1.3** - Recipe database.
U165 **GURU** - Tells you what those errors are.
U151 **P-SUITE** - Create impressive text files with illustrations, animations and sounds. All you need to do all this is in this package.
U146 **AMIGA SYSTEMS CHECKERS** - Suite of Amiga system performance testers and diagnostic analysers.
U112 **AMOS WORD SQUARE SOLVER** - Locate those elusive words.
U111 **GOLFSCORE** - Golf score database. Keep a computerised record of your results.
U7 **GHOST WRITER** - Intro demo writer. Also include your own music modules.
U180 **BROWSER II** - Superb directory utility. For transfering files etc.. Editable pull down menus.
U188 **EDIT KEYS** - Keymap editor.
U269 **DART MACHINE** - Computer dart scoring.
U290 **CHARACTER GENERATOR** - Advanced Dungeons and Dragons character generator. Every rule is realised by the programme for character creation. Also will print out the character sheet.
U280 **LEMMINGS II HARD DRIVE INSTALLER** - Install Lemmings 2 on your Hard drive. •NOT A500, REQUIRES 1.5 MEGABTYES OF RAM•
U302 **AMOS NCOMMAND** - Design Workbench 2.0 style front ends for your Amos programmes. Saves as Amos source code. Save yourself hours of coding.
U307 **AMOS PRINTER ROUTINE** - Creates GFX printer printer routines for Amos projects.
U248 **NOAH'S BEGINNERS GUIDE TO THE AMIGA**. -Tutorial for complete beginners. Based on the A500 but loads of universal information for all models. Also covers hardware like, modems, hard drives, and printers.
U240 **AMOS LESSON 1** - Easy Amos tutorial. Focuses on basic screen commands, giving many examples (interactive) on how they work and for what purpose they can be used for.
U173/174 **NORTH C** - Complete C programming environment.
U355 **POWER LOGO 1.3** - Logo programming language.

DEMOS •A1200 ONLY•

D153 **RETINA** - Energetic rave music with flashy effects. Turn down the lights!!!
D184 **FULL MOON** - You can't get much better than this.
D185 **FATAL MORGANA** - Includes a tribute to Beavis and Butthead.
D157 **MOBILE - DESTINATION UNKNOWN** - Spectactular vector demo.
D159 **LETHAL EXIT** - Long running vector based demo. Light sourced vectors and tunnels...
D160 **TROJAN - TECHNO TRACKS II** - Rave demo from the US of A.
D172/173 (2 DISKS) **ORIGIN** - This demo has everything. Wonderful visuals.
D149 **PLANET GROVE** - Very eye catching.
D158 **NOP AGA** - Little demo from Hungary.

DEMOS

D161 **FAIRLIGHT 242** - Twenty nine megabytes of graphics compressed onto one disk. Incredible. Cool rave demo. •A500+ & A600 USERS REQUIRE FAST RAM OR RELOKICK•
D181 **SANITY ARTE** - Who needs AGA with cool demos like this. A must.
D148 **STATE OF THE ART** - One of most graphically impressive music demos ever.
D140/141 (2 DISKS) **RSI TIME ZONE** - Awesome megademo.
D174/175 (2 DISKS) **NINE FINGERS** - Superb dance rave demo. From the creators of State OfThe Art. Incredible.
D171 **EXTENSION** - One of those demos you'll want to watch over and over again.
D111 **FRACTAL FRENZY** - Mandlebrot demo. Fast real-time calculations.
D90 **SESPOIR** - Pretty classy demo.
D77 **MELTED EXPERIENCE** - Recommended for all serious demo colectors.
D65/66 (2 DISKS) **SILENTS BLUE HOUSE** - Strange combination of a Thrust clone and loads of music tracks. V.good. •NOT A1200•

MUSIC DEMOS

M137 **DIGITAL DEBUSSY VOL 1** - Five haunting piano renditions of Claude Debussy. By Rob Baxter.
M138 **DIGITAL DEBUSSY VOL.2** - More piano suites.
M139 **CLASSIX** - Music of three famous composers: Handel, Bach, and Pachelbel.
M134 **RHAPSODY IN BLUE** - Popular jazz music. From the Galaxy chocolate advert!!!
M130-M133 (4 DISKS) **THE A-Z OF C64 SONGS** - Hundreds of classic Commodore 64 tunes from games. Many from the top game music composers of that era. Great stuff.
M129 **TOCATA & FUGUE IN D MINOR** - Well known popular classical music piece - but no one seems to know the name? •NOT A500•
M125 **MUMBO JUMBO** - Decent music and intersting visuals. Things fly all over the place.
M122 **GOSPEL KARAOKE** - Sing a long to the words and sampled music.

SLIDESHOWS

S87 **TERMINATION PICTURE SHOW 1** - Hand drawn characters from 2000AD and the DC comics.
S85 **NAM SLIDESHOW** - Snaps from the Vietnam war.
S73 **GULF WAR SLIDESHOW** - What hardware was used in the conflict.
S67 **NAGEL SLIDE** - Hand drawn pictures of seductively dressed ladies.
S47 **HAM PICTURES 1** - Models in swim suits.
S48 **HAM PICTURES 2** - More of the same.
S98 **SATURNE 93** - Well drawn artwork, from Manga art to fantasy art.
S91 **MANGA WORLD** - Needs no introductions, the cult japanese cartoons.
S92 **AKIRA** - More Manga pictures.
S100 **FERRARI AGA** - Fast sports cars. •A1200 ONLY•
S94 **NIGEL MANSELL AGA** - Nige in his Formula One racing days with Williams. •A1200 ONLY•
S93 **REVELATIONS** - One of the best hand drawn slideshows ever. Amazing attention to detail.
S102-S105 (4 DISKS) **WORLD OF MANGA** - The best Manga slideshow around. Great graphics and music. •A1200 ONLY•

GAMES

G282 **MEGABALL AGA** - Superb arkanoid clone in 256 colours. A real quality game by any standard. •A1200 ONLY•
G288 **NUMERIX** - Excellent board game for 1 or two players. A hybrid of Tetris, Dominos, and Scrabble.
G273-274 (2 DISKS) **STARBASE 13** - Sci Fi graphic adventure. Uses point and click interface used by such games like Monkey Island.
G222 **CHESS GAMES** - 2 very well programmed chess games: GNU Chess •NOT A500•, and Chess 2.0 (for all Amiga's). Includes 10 top Chess tips on how to play succesful Chess.
G280 **BLACK DAWN** - 3D perspective dungeon game with an Alien Breed scenario.
G183 **BOUNCE & BLAST** - Very playable platform blasting game. Brilliant cartoon sprites.
G200 **FIGHTING WARRIORS** - 1 or 2 player martial arts combat game. Large well animated characters with numerous moves including a couple of special moves.
G205 **TOP OF THE LEAGUE** - Soccer management game.
G210-211 (2 DISKS) **TALISMAN** - Huge icon driven graphic adventure. •REQUIRES 2 MEGABYTES•
G212 **FRUSTRATION** - Text based adventure. Loads of depth.
G224 **OBLIVION** - Fast moving defender clone.
G226 **MORIA V5.4** - Massive RPG. Dungeons and a town to explore. Hours of play.
G229 **GIGER TETRIS** - Tetris with 256 colours. •A1200 ONLY•
G290-291 (2 DISKS) **GEORG GLAXO** - Amazing platform game from Germany.
G237 **BACKGAMMON** - Computer version of this board game. One or two players.
G241 **IMPERIAL WALKER** - Take control of an X-Wing fighter and stop the Imperial Walkers from reaching the Allied HQ. 3D Game.
G246 **WIBBLE WORLD GIDDY** - Amazing platform puzzle game similar to the budget Dizzy games.
G299 **HIGH OCTANE** - Overhead racing game for 1 or 2 players. Masses of features and best graphics in a PD racing game.
G168 **OTHELLO** - Good version of the board game. Computer player is a real tough customer.
G276 **THE GREAT ESCAPE OF BILLY BURGLAR** - Help Billy escape from the spotlights.
G68 **INSIDERS CLUB** - Stockmarket game. Better than it sounds. Very polished addictive game.
G35 **JAR** - Crystal Castles clone. An old arcade game a bit like Pacman with raised platforms. 3D isometric. A real cassic PD game.
G182 **TREASUE ISLAND** - Treasue search game for youngsters.
G286-287 (2 DISKS) **EXORCISM** - Sinister graphic text adventure in a haunted house.
G283-285 (3 DISKS) **KLONDIKE DELUXE AGA** - Fantastic card game. Each card shows a different 256 colour picture.Glamourous ladies. •A1200 ONLY•
G296-297 (2 DIDKS) **MOTOROLA INVADERS** - Shoot-em-up for AGA. •A1200 ONLY•
G255 **AMOS CRICKET** - Cricket game.
G256 **SHANGHAI** - Oriental tile board game.
G257 **DELUXE PACMAN** - Great Pacman clone.
G265 **BONDMINE #13** - Boulder Clone at it's best. A game not to be missed.
G268 **SLAMBALL** - Futuristic American football management game. Based on Speedball.
G269-270 (2 DISKS) **18th HOLE** - Golf game.
G239 **RAID III** - Great looking shoot-em-up
G139 **CROAK** - Frogger clone. 2 player mode lets you race against a friend at the same time.
G158 **BRAIN BALL** - Look looking original puzzle game. Requires great skill, so it's pretty tough.
G240 **BILLY THE DRAGON** - Easy going cute blaster for kids.
G196 **CAG** - Produces graphic adventure games, no porgramming knowlege required.
G88 **21 GAMES** - Chinese Checker, Amigatration, Cosmoroids, Peg puzzler, Tic tac toe, Bally III, Backgammon, Up and down, Deluxe Hamburger, Kamikaze chess, Egyptian run.... And loads more...
G304 **DELUXE GALAGA** - Galaxians clone. Super graphics and power ups. V.good. •NOT A500•
G303 **ORK ATTACK** - Protect the castle walls from invasion. Loads of blood and guts in this one.
G301 **TURBO ICE HOCKEY** - Ice Hockey game for 2 players. •NOT A500•
G306 **METAL MOTION** - Operation Wolf style shoot-em-up. Good graphics. •NOT A500•
G307 **DARTS** - Play darts against the computer or a friend. Nomal rules and scoring applied.
G294 **FLEUCH V2** - Thrust clone. The classic C64 MEGA hit.
G300 **V CHESS 2.0** - Featured packed Chess game. Everything you could imagine and more. •NOT A500•
G278 **FRIDAY THE 13th PART X** - Search the building for victims, but avoid the cops.
G279 **MUGSIES REVENGE** - Become a Gangster.
G308 **QUACKERS** - Cutesy platform game staring a Duck.
G304 **DELUXE GALAGA** - Fabulous shoot-em-up. Amazing graphics. •NOT A500•

STOP PRESS

LATEST EDITIONS

G316 **POLYMORF** - Neat puzzle game.
G317 **HYPERDRIVE** - The fastest Amiga game ever. One or two player space ship racing and reflex buster. Wow. •NOT A500•
S121 **COBRA DESIGN SLIDESHOW** - Pictures by M.Mansfield.
T40-T42 (3 DISKS) **GRAPEVINE ISSUE #19** - Just released the 19th edition of this popular disk magazine.
D191 **LINUS** - A demo/animation in the style as an eastern europeon cartoon. Very good.
D192 **FRIDAY AT EIGHT** - Outstanding demo from the Polka brothers. •A1200 ONLY•
U390 **MUSIC BASE V1.1** - Specialised database for storing your music collection. CD's, tapes, LP's. Shareware.

IN CASE YOU DO NOT SEE A PARTICULAR TITLE YOU ARE LOOKING FOR, ENQUIRE OVER THE PHONE. AND WE WILL BE HAPPY TO TELL YOU WHETHER WE STOCK THE TITLE/S. THIS MAGAZINE ADVERT IS ONLY A VERY SMALL SELECTION OF WHAT WE HAVE AVAILABLE.

PHONE ENQUIRES (MON-FRI 9.00 AM TO 6.00 PM): 0272 741462

PD SCENE

Sit back, relax and have a cup of warm milk as Tony Horgan takes you through this month's public domain demos and games.

RAM JAM

AGA demo

Camcorder footage of someone walking up to a gate isn't the most exciting way to start a demo, but it gets much better from here on. Most of the effects are based around 3D pixel zooms of various kinds. There are a couple of good fish-eye lens effects, but best of all is a delicious routine that splurges out rotating patterns of colour from the centre of the screen. The final part is quite nice too, a sort of fiery landscape that slides and spins around beneath the credits.

Available from: Visage Computers, 18 Station Road, Ilkeston, Derbyshire, DE7 5LD. Tel: 0602 444 501. Disk nos. 294a + 294b. Price: £3.00 including P+P.

82%







MINA OMISTAN

AGA demo

This one's a bit different from the rest. It relies on stylised video loops for most of the visuals, which are strobed and faded together, and mixed up with lots of slogans. Instead of the usual cat-suited dancers, the video clips are taken from live rock performances, with other bits and pieces from various sources. The soundtrack is heavy on distortion, which is especially effective on the vocal. It's a shouty, raw, funky kind of industrial rock tune that makes a change from the usual faceless techno walnuts. It's a shame it's so short though.

Available from: Visage Computers, 18 Station Road, Ilkeston, Derbyshire, DE7 5LD. Tel: 0602 444 501. Disk no. 293. Price: £2.00 including P+P.


89%

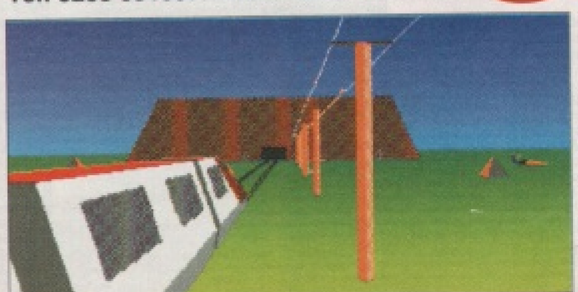
RAY WORLD

AGA demo

A feast for 3D freaks, *Ray World* is a three-disk bonanza of animations and mini films and more animations. Pre-rendered animations rub shoulders with realtime generated vector sequences, and there are plenty of both to keep you entertained. Super-smooth AGA copper lists provide some nice colour backdrops to the vectors. Disk 3 is a bit of a waste of time though – all it contains is a picture and a little guitar tune.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Price: £4.00 inc. P+P.

85%



REAL

AGA demo

If you like a bit of 3D with your spam and chips, this one should do nice things to your head. Most of the effects are based around things flying out of the screen. There are tunnels, fractals, vector cityscapes, texture-mapped vector spaceships, and more tunnels. In all, it's a bit of a top demo, even if it is a bit short.

Available from: Visage Computers, 18 Station Road, Ilkeston, Derbyshire DE7 5LD. Tel: 0602 444 501. Disk no. 295. Price: £2.00 including P+P.

80%



QED 2
AGA demo

For a two-disker, this is very brief. It starts with a digitised sequence taken from *Total Recall* – the bit where Arnie gets strapped into a chair and has his head scrambled. Arnie's head is replaced with one of the demo coders. A snippet from the classic State of the Art soundtrack plays in the background. Next is a screen full of dancers popping about in an MC Hammer manner. Oh dear. The saving grace is a *Dr Who* tunnel (I'm easily pleased), which is followed by some irrelevant footage of a rally car, a standard transparent 3D vector and a little fractal landscape sequence. A bit of mixed grill really. It's a good job the ketchup is there in the shape of the tunnel sequence, or it could have all ended up being a bit dry.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 0922 404023. Price: £2.50 including P+P. **70%**





CRASHING CAR
Animation

Say's it all doesn't it? It's a crashing car animation. It was rendered with *Imagine* in 4096 colour HAM mode on a quarter-screen window. Here's the plot: a car drives off the edge of a cliff... and that's it. If you're into ten-second films of cars driving off cliffs, then obviously this is the demo you've been waiting for.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Price: £2.50 inc P+P. **55%**

DISK MAGAZINES

PARANORMAL INVESTIGATIONS
Issue 1

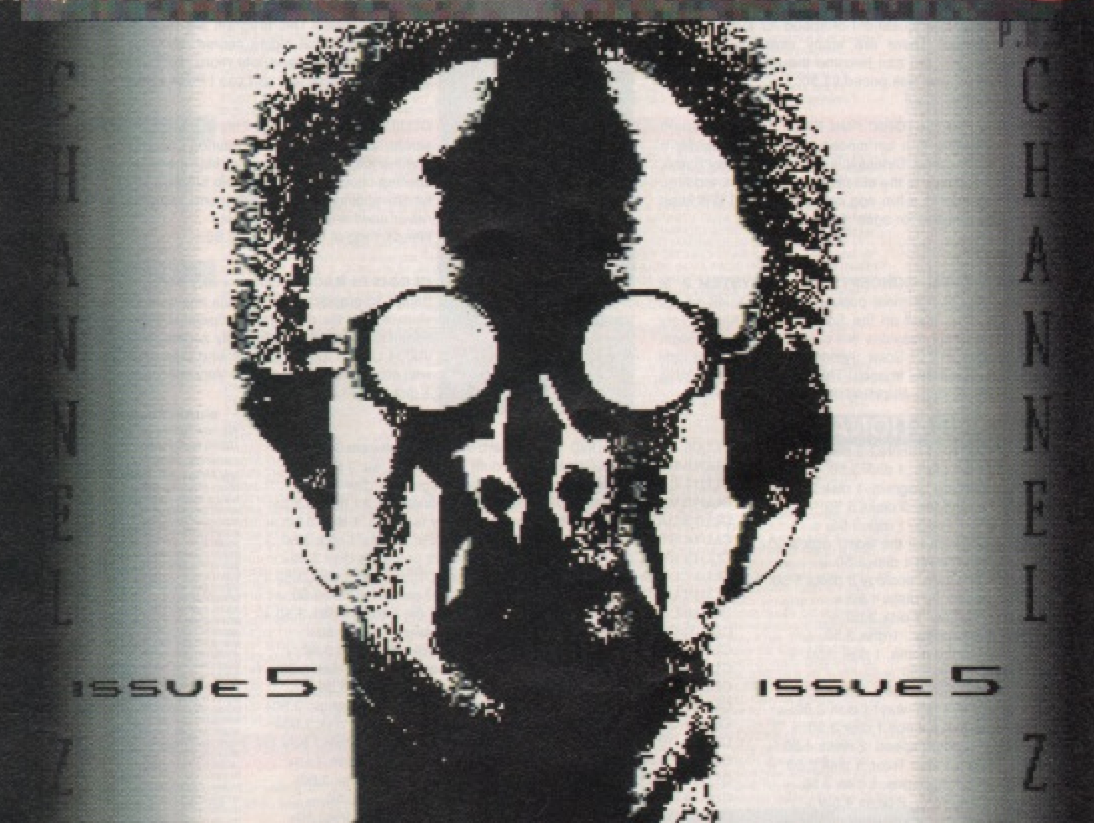
Is it me, or has it just turned a bit paranormal in here? I've been reading too much of this new diskmag, it's all about visitors from far away galaxies, mysterious sightings, and other unexplained spookiness. Issue one has plenty of articles on flying saucers, space and all that kind of stuff, with plenty of fuzzy digitised pictures of frisbees and dinner plates. The mag uses the Workbench Hypertext system, so you'll need Workbench 3.0 to run it.

Available from: Immediate Arts, 26 Lyndhurst Gardens, Glasgow, G20 6QY. Tel: 041 946 5798. Price: £2.00 inc. P+P. **81%**

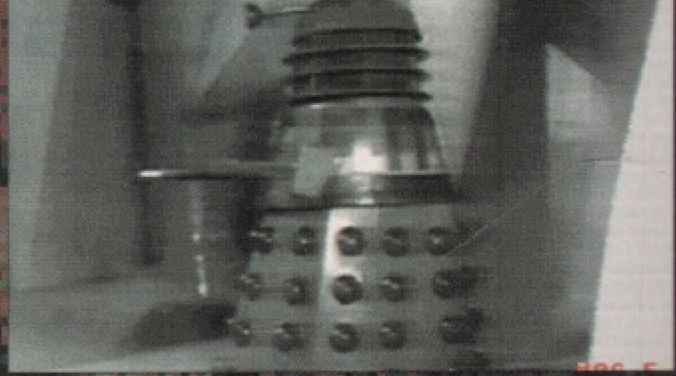
CHANNEL Z
Issue 5

Channel Z is written specifically for A1200 owners. It's a mix of text articles, utilities, artwork and demos. The articles include demo and game reviews, and a rather unhelpful Q+A section, which often concludes with answers like, "I don't know... probably". The utilities on this issue are *Virus Checker 6.34*, *Sysinfo 3.22*, *Kill AGA 2*, *Plasma Clouds* (an AGA fractal/plasma generator) and A1200 *Diagnostics*. There are also couple of good pictures, a weird tune and a smooth little demo called Panta Rhei. Compared to other diskmags, it's a bit low on editorial features, but the selection of utilities is good.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk nos. 3118a + 3118b. Price: £3.50 inc. P+P. **77%**



MAG E
Issue 2



This has to be the most awkward diskmag I've ever come across. To read the articles, you have to load in a *PowerPacker* patch from CLI, then load the text files into a word processor. Likewise, the graphics files have to be loaded into *DPaint*, or viewed with a utility such as VILBM, and there's not even a player routine included for the music module. This is absurd, as the front end has been created with a utility called *Magnum*, which is a diskmag creation program! The general slant of the mag is science fiction, and in particular, Dr Who and Star Trek, so if that's your bag, and you don't mind messing about with word processors and CLI to read the features, it could be worth a shot.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no3067. Price: £2.00 including P+P. **50%**



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United Public D...

The innovators

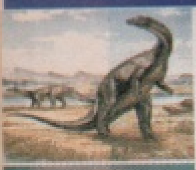
Look out for the CLR logo!

Most CLR titles ok on A1200!

.. The Central Licenseware Register ..

Most CLR titles ok on A1200!

Commercial Quality programs at a PD price!



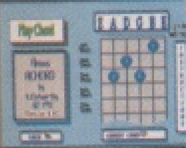
CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaur? If so then this is for you - an interactive encyclopedia covering Jurassic, Triassic & Cretaceous periods complete with pictures and information. This program is plus compatible & comes on two disks only £4.50. +



CLE02 TOTAL CONCEPTS GEOLOGY This title is the second in the series of quality programs by Chris Hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. Two disks only £4.50. +



CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £5.50. +



CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including playing techiniques, it will even play the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +



CLE15 FAST FRET By Keith Klatworthy, this program is a guitar scales tutor, the very thing for the budding lead guitarist! Will play the scales through the Amigas sound chip with ajustment of speed for every level of skill required! There are many exercises in many scales so you too can become the next rock legend! Supplied on one disk priced £3.50. +



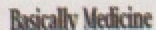
CLE029 PREHISTORIC FUN PACK This is a superb title containing four fun dinosaur games, Dinoslider a tiles puzzle game, Dinosaw is a jigsaw memory game. Snakes & caves is the old favourite snakes & ladders, and Eggstinct is a fun egg collecting game! Will keep the kids amused for ages! 1 disk £3.50.+



CLE035 TOTAL CONCEPTS SOLAR SYSTEM 2 In this sequel to our most popular title, Chris Hill brings you the very latest on the Solar System! All the very latest planetary missions are covered & if you thought the images in TC! Solar System were good wait until you see these 40+ images! This is a must if you have TC! Solar System. Supplied on 3 disks only £5.50.+



CLE049 TOTAL CONCEPTS DINOSAURS 3 Is the latest TC! to join this excellent series & uses a new layout giving you a dino image & info buttons onevery page! It includes the new superstar of the dino world Velociraptor. If you are at all interested in Dinosaurs this is a must to complete your Dinosaur library!! Over 30 images supplied on 3 disks only £5.50.+





CLE41 BASICALLY MEDICINE A title written by members of the St John's Ambulance brigade, this is a superb title covering Diseases,treatment, Medicine & Drugs, Health & Illness, Basic equipment needed & the medical pioneers who helped create modern Medicine! A really useful title. Comes on two disks £4.50. +



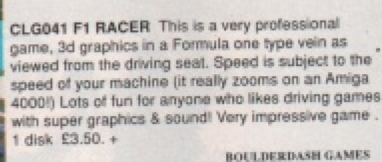
CLE051 PAINT PASTE & DRAW This is a stunning drawing/colouring book, containing lots of background pictures, brushes to paste on, plus editor to design your own , you can even add your own artwork to the picture. A superbly presented program, this one is a must for young children! 1 disk £3.50.+



CLE54 TITANIC Yes, a book covering one of the most famous of all passenger ships The Titanic and its fateful maiden voyage. This title is literally crammed with facts and figures on one of the most fascinating ships of all time, a ship which was thought to be unsinkable! Comes on 2 disks and is priced at £4.50. +

CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +

CLU032 POWERTEXT 2 This is a superb & powerful wordprocessing program, featuring embedded commands, automatic saving, Mail merging, built in spelling checker, user definable function keys, wordwrapping & much much more! You will probably never need any more than this ! Needs 1 mg of ram. 1 disk £3.50.+



CLG041 F1 RACER This is a very professional game, 3d graphics in a Formula one type vein as viewed from the driving seat. Speed is subject to the speed of your machine (it really zooms on an Amiga 4000!) Lots of fun for anyone who likes driving games with super graphics & sound! Very impressive game . 1 disk £3.50. +

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PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB PRO V2.08Convert VGA PC >IFF/HAM + Y
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PU066 ICONS Cramm packed with icons !+ Y
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PU182 STOCK ANALYST Technical analysis program+Y
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PU191 LANDBUILDER fractal land generator+Y
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PU200 LITTLEBENCH 1.3 Now for 1.3 owners!
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PU203 SCOPE 184 utils & clips for Ppage Y
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PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
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PU387 REORG A good disk & Harddisk optimiser! +Y
PU388 1200 HD PREP For all 1200 owners! Y
PU389 HD CLICK The latest version! +Y
PU393 ASI FIX DISK 2 Second exellent fix disk! +Y
PU394 GRINDER V1.0 Picture file converter! +Y
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SLIDESHOWS

PS008 AIRCRAFT SLIDE Pics of fighter aircraft!+Y
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PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY 5/5 Some quality HAM pictures.+Y
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PLEASE NOTE: All disks on the advert should work on the Amiga 1.2/1.3 dos systems unless otherwise stated! All disks with a "+" sign should work on the Amiga 500+ & 600 machines! However there are so many different setups now in use it is becoming impossible to test for every possible variation, so please use some caution especially with A1500/2000 with various dos systems, CDTV and of course the new Amiga 1200 & 4000 systems. Disks marked with a "Y" should be okay on A1200 / 4000 though obviously not yet extensively tested. Please take care!

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P S D

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(Black & White) (Okay on A1200 / A4000.)
The clipart in this collection is very high quality, large bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots to a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

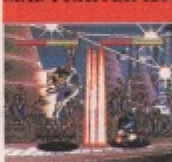
ART01 WEDDINGS Super wedding clipart, 2 disks!+
ART02 HOUSES 2 disks, pictures of mansions etc!+
ART03 RELIGIOUS 3 disks full of holy clipart!+
ART04 WWII AIRCRAFT World war II planes!+
ART05 MEN 2 disks full of men at work!+
ART06 WOMEN 2 disks full of women clips!+
ART07 KIDS 2 disks containing kids clipart!+
ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
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ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+
ART13 PUNCH 3 disks of cartoon pics!+
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ART15 CATS Only 12 pics but super quality!+
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ART22 SEALIFE Pictures from the Ocean!+
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ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+
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ART31 BORDERS 2 disks, must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
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ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
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ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics
ART51 BOTANICAL ART detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS2 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+(2)
ART60 ACCENTS & FLASHES Burst stars+ more+
ART61 FISH Lots of aquatic pictures! +Y
ART62 SOFTSCENE 3 More nice scenery pictures! +Y
ART63 RESTAURANT 3 disks of Restaurant pictures(3)Y
ART64 MORE HOLIDAYS Festive holiday pictures! +Y
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ART67 BURCHFIELD KIDS Some nice kids clipart! +Y
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ART69 TRANSPORT 3 disks of Cars,Airplanes Ships etc!(3)+Y
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ART72 AIRCRAFT 3 disks full of aircraft pictures!(3) +Y
ART73 BIRDS Songbirds, Birds of Prey & more! +Y
ART74 DOGS Disks full of good dog pictures! +Y
ART75 HOUSES CASTLES & BUILDINGS Good pics +Y
ART76 SPORTS-MAC Lots of good sports pictures! +Y
ART77 GARDEN Lots of horticultural pictures.(5) +Y
ART78 MILITARY 10 disks of military clipart! (10) +Y
ART79 HOFFMAN GRAPHICS Nice pictures! +Y
ART80 KIDS ANIMALS DISK Cute cartoony animals! +Y
ART81 FARM & HORSES Nice pastoral pictures! +Y
ART82 SHIPS Sailing & Steam ships! +Y
ART83 ANATOMY 2 disks of huge skulls skeletons etc!+Y
ART84 CAMPING On an outdoor theme! +Y
ART85 WILDLIFE 3 disks full of wildlife clips(3)+Y
ART86 MARINE & NAUTICAL To do with sea life!+Y








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AMOS PD

APD036 AMOS UPATER LATEST VERSION v1.36 + Y
APD182/3 PIXIE KINGDOM Good exploration game (2) +
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD341 TOTALLY AMOS Good read for programmers!+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD373 COMPILER 1.36 UPDATE, LATEST compiler !+Y
APD431 KARATE WORM II Nice little game! +Y
APD435 DRIVER TEST Test speed of your reactions!+Y
APD442 SLIDESHOW CONSTRUCTION SET V2! +Y
APD451 NODDY,S PLAYTIME Educational demo! +Y
APD452 RAMOS PRO For Amos Professional! +Y
APD458 TOP OF THE LEAGUE Football manager!+Y
APD466 AMOS PRO UPDATER V1.12 Just in!!! +Y
APD541 SUPER BATTLE ZONE A good version! +Y
APD579 ALPHABET Simple alphabet teacher! +Y
APD590 FAMILY HISTORY DATABASEV2.2 Latest! +Y

COLOURED CLIPART

This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures!
(OK on 500, 500+, 600, 1200 & 4000!)

CCL001/10 MAPS, Afganistan-Zambezi, autoboots!(10) + Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015/6 AIRCRAFT & CARS assorted, autoboots! +Y
CCL018/26 BIRDS 8 disks, Super, autoboots! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots! +Y
CCL028/35 DOGS, 1-126 Super dog pics,8 disks! +Y
CCL036 EXPLORERS 1-13 famous explorers,autoboots+y
CCL037/40 FISH 1-92 Super pics pictures,(4 disks)+y
CCL041/51 FLOWERS 11 disks of flowers! (11 disks)
CCL052+4 FRUIT 2 disks, Good pics! (2)autoboots! +Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056/7 HORSES 1-16 Great horse pics,autoboots!(2) +Y
CCL058/61 INSECTS Small creatures!(4 disks) +Y
CCL062/3 INVENTORS 2 disks full (2) +Y
CCL064/71 MAMMALS More animals pictures(8 disks)+Y
CCL072/3 INSTRUMENTS 4-25 Musical (2 disks) +Y
CCL074 MILITARY 7-17,& MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076/7 PREHISTORIC Dinosaurs!(2) autoboots! +Y
CCL078/81 PEOPLE Lots of people! (4 disks)+YY
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085/7 REPTILES 1-19 Good pics (3) autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN. Various sportsmen,autoboots! +Y
CCL091/6 TREES, 6 disks of tree pictures! autoboots! +Y
CCL097/100 VEGETABLES 1-48 goodpics4disks,wb+y

COLOUR BRUSH CLIPART

Saved as brushes so they can be pulled easily into Dpaint!

CB001 Lots of brushes on an art & schoolwork theme. +Y
CB002 Lots of brushes of stores food,garden home & more! +Y
CB003 Lots of brushes on a sporting theme (142 brushes) +Y
CB004 Lots of brushes on a food & confectionary theme! +Y
CB005 Lots of brushes, 156 pics on a financial theme. +Y
CB006 Lots of brushes of cute cartoon caracters! +Y

FONTS (Bitmapped & assignable)

PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU169 GELIGNITE FONTS CutNPaste fonts!+
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU185/6 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU201 MALICE FONTS Exellent tiny fonts for Dpaint!+Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU278 GELIGNITE FONTS IV Yes more !!! fonts!
PU331/43 COLOUR FONTS(ASSIGNABLE)Dpaint etc(13) +Y
PU356 FONTFARM Contains 55 large & Small fonts! +Y
PU390 FONT FARM 2 Lots more good fonts! +Y
PU391 FONT FARM 3 Another disk crammed with fonts+Y
PU451/2 HARLEQUIN FONTS Hires fonts & textures!(2)+Y
PU463 BLUE ROSE FONTS 1 Superb cut & paste fonts. +Y
PU464 BLUE ROSE FONTS 2 great cut & paste fonts! +Y
PU465 BLUE ROSE FONTS 3 with a Christmas theme! +Y

PROFESSIONAL FONTS

PU231/5 PAGESTREAM FONTS 5 disks full, super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU257/61 PAGESTREAM FONTS 2nd set of good fonts.(5)+Y
PU264/8 OUTLINE FONTS For Pro pagev3 or 4(5) ONLY!!+Y
PU319/23 OUTLINE FONTS For Pro page 2.1 or 3!(5)+Y
PU403/7 OUTLINE FONTS For Pro pagev3 or 4 only!(5) +Y
PU408/12 MORE OUTLINE FONTS (As above) (5) +Y
PU413/7 MORE OUTLINE FONTS (AS above) (5) +Y
PU418 RUSSIAN FONTS Contains 3 Russian vector fonts! +Y

OCCULT,ASTRONOMY+PREDICTION

PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU174 ASTRO 22 professional astrology now V3.5! +Y
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU238 M.O.R.C V2 rune caster,new 1 disk version!+Y
PU354 ASTRONOMY v2 calculate info on solar system! +Y
PU362 STARVIEW Gives view of star for given time etc!+Y
PU363 FORCASTER Horse racing prediction program! +Y
PU364 COURSE FORM Simple horse racing prediction!+Y
PU375 POOLS TOOLS2 3 pools related programs!+Y
PU377 MING SHU Simple astrological program! +Y
PU454/5 THE HUMAN AURA Interesting book! (2) +Y
PU456 THE MYSTERIES OF RUNES all the signs. +Y
PU473/4 STRANGE Abductions,UFOs corn circles etc (2) +Y
PU482 DIVIDEND WINNER Pools prediction aid ! +Y
PU485 WITCHES COOKBOOK Turn mum into a newt! +Y
PU486 THEORY & PRACTICE OF MAGIC Fun only! +Y
PU487/8 PARANORMAL INVESTIGATIONS Weird! (2) +Y

CLASSICAL MUSIC

PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM035 DIGITAL DEBUSSY Fab R Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM070 RHAPSODY IN BLUE tracked by Rob Baxter! 1MY
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good != Y
PM090/91MOZART HORNCONCERTOS need 1mg chip+ Y
PM130/2 BACH BRANDENBURG CONCERTOS 1 to 6 +Y 3
PM150 DESKTOP HARPSICHORD RECITAL Classical! + Y
PM165/6 NUTCRACKER SUITE Super rendition!+
PM174 CLASSIC WORKS Grieg & Bach classics! +Y
PM175 SONIX MUSIC Some nice scores here!(loadwb)+Y
PM183 CLASSIX GOLD Bach Toccata& Fugue (1mg chip)
PM184 MOZART FLUTE CONCERTOS 1mg chip! +Y
PM218 HANDELS FIREWORKS MUSIC (1mg chip) +Y

GAMES

PG006 ANTEP & SLOT CARS role playing game+ Y
PG021 ATIC ATAC Really playable game! + Y
PG023 BATTLEFORCE strategy war game!
PG024 BLACKJACK A good card game! +
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG031 DARKSTAFF Spec emulated text adventure!+
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Classic adventure now version 5.4! +Y
PG064 NAPOLEONIC WAR SIMULATOR A strategy game!
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG070 PETER'S QUEST Rescue the maiden platform!+
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG124 TOTAL WAR This is a good risk type game! +
PG127 AIRMANIA Super platform game from Addware + Y
PG131 ATLANTIS A nice looking strategy game!+
PG138 BATTLE OF BRITAIN & WAR strategy War games!
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this!
PG149 A NIGHT AT THE TOWN Witty text adventure!+
PG153 WAR very good strategy/arcade game+Y
PG154 NUMPTY & ALIEN INVADERS Manic miner type game
PG159 MR BRICK Great mario type collect coins game!
PG164 GAME TAMER 2.3 joystick tester & 268 cheats!+
PG165 SOLID SQUAD Nice little driving game!
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG180 SECTOR 1 A nice game similar to Alien Breed+
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG205 SOCCER CARDS Football managing game!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG255 KINGDOM AT WAR Nice strategy war game!+Y
PG258 AGA TETRIS 1200 tetris game & more! Y
PG259 PICTURE PUZZLE Solve picture jigsaws!+Y
PG260/1 18TH HOLE A nice golf game! (2) +Y
PG262 AGA CHESS Needs 4mg of ram to play! AGA ONLY.
PG267 SLAMBALL V1.1 Futuristic Management
PG273 MUGSIE Money making gangster
PG274 ROULETTE & PUNTO 2 nice games
PG279/80 OLYMPIAD 2 disk
PG281 CAVEFLIGHT Simple dodge
PG283/4 EXORCISM Good 2 disk
PG286 MYSTERY 2144AD Nice text adventure!
PG289/90 NECESSARY ROUGHNESS
PG291 TITANIC CHEATS Hundreds of useful
PG298 FATAL MISSION 2 Superb
PG301/2 MOTOROLA 020 INVADERS For 1200 ONLY
PG303 MAD FIGHTER Fab PD version
PG305/7 KLONDIKE II AGA
PG308 HIGH OCTANE Super overhead driving
PG309 JELLYQUEST Nice jumping puzzle
PG310 PUZZWORD Sliding block puzzle game
PG313 ROAD TO HELL Super driving
PG316 METAL MOTION
PG319 PROFESSIONAL BINGO Great
PG325 MEGABALL 3 AGA The BEST
PG326 DART'S GAME A nice darts game
PG327 NOSTROMO CHEATS Tons of cheats
PG328 GAME TAMER V4.59 Crammed with
PG329/30 STARBASE 13 Graphic space
PG331 GRAND PRIX MANAGER Racing
PG332 OPERATION FIRESTORM
PG333 ICERUNNER loderunner type
PG334 GORF exellent version of classic
PG335 ORC ATTACK Defend the castle

EDUCATION

PE001/5 EDUCATION SET science programs for age 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +Y
PE009 STORYLAND 2 Save toyland from the witch! +Y
PE010 TOTAL CONCEPTS ASTROMOMY Book on disk.+Y
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+Y
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR+ Not 600!
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PE040 HOW THE EARTH BEGAN The full story! +Y
PE041 SINGALONG NURSERY RHYMES Good fun! +Y
PE042 CHILDRENS FAVOURITES More nursery fun! +Y
PE046 TOTAL CONCEPTS DINOS 3 PREVIEW Super +Y
PE047 ASI BACK TO SKOOL1 Style Count & Words +Y
PE048 ASI BACK TO SKOOL2 Simon Cal maths train etc+Y
PE049 BACK TO SKOOL3 Treasure search,Reflex etc+Y
PE050 THE LITTLE TRAVELLER Learn about countries+Y
PE052 COMMUNICATE Superb sign language teacher! +Y
PE053 HIWAY CODE QUESTIONS & ANSWERS Useful +Y
PE055 JUNIOR MATHS Suitable for young children+Y
PE056/7 READ & LEARN VOL1 Three little pigs story+Y
PE058 WORD FACTORY Learn to spell! +Y
PE062 ANIMAL LAND Superb early learning!+Y
PE063 DINOWARP A nice quiz on Dinosaurs! +Y
PE065 SMARTY PAINTS PREVIEW preview of colourpad+Y
PE066 THE STATES OF EUROPE Super book on a disk+Y
PE067/8 DISCOVERY OF THE ATOM science book(2) +Y
PE069/70 TOME OF MYTHS Study mythology! (2) +Y
PE071 FRENCH VERB TESTER Test your French! +Y
PE072 CALCULUS MATHS Mental arithmetic tester! +Y

BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best+Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+Y
PB008 DESKTOP PUBLISHER Simple to use +Y
PB009 FLEXYBASE DATABASE Address keeper+Y
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+Y
PB014 RIM DATABASE Fully relational !!+Y
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.1 THE LATEST Version !!! +Y
PB022 BBASE IIIv1.3 Latest version of super database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+
PB026 AGRAPH Superb Program graphing data +Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB033 A BASE A shareware database program! +Y
PB034 ILLINOIS LABELS Super label program!+Y
PB035 BUDGET V1.34 manage personal finances!+
PB036 CHECKBOOK ACCOUNTANT V2.01 superb! +Y
PB037 AMIBASE PRO II Latest version of database! +Y
PB038 BUDDBASE V1.2 Very nice easy to use database+Y
PB039 BANK V1.0 A nice banking program! +Y
PB040 PAY ADVICE ANALYSER V4 Latest version! +Y
PB041 AMIGAWORD A useful geographical database!+Y
PB042 EASYCALC PLUS+ Improved, only dos 2 or over!+Y
PB043 ACCOUNT MASTER Home finance program. +Y
PB044 EDWORD PRO V4 Superb new version! +Y
PB045 FH SPREAD A nice spreadsheet program! +Y
PB046 PERSONAL DIARY Keep track of your life.+Y
PB047 ON FORM V1.1 Exellent invoice/order printer+Y

DEMOS

PD005 AMOS 3D DEMO Shows some great effects
PD018 CHAOS ROCK Fab light show with fractals
PD068 PHENOMENA ENIGMA Absolutely brilliant!
PD093 SCOOPEX CHROMIUM Superb demo
PD094 SCOOPEX MENTAL HANGOVER A classic
PD097 SILENTS GLOBAL TRASH Incredible!
PD130/34 ALCATRAZ ODDESSY Awesome!
PD154 DECAY GET FROGGED Superb quality!
PD165 DARK DEMON Mega new demo
PD170 PIECE OF MIND Good 3D vector effects
PD182 SPACEBALL Absolutely brill,needs
PD185/6 ANDROMEDA MIRROR Fab Music &
PD187 HOY AGA DEMO 1st 1200 demo,a must!
PD188 SANITY WORLD OF COMMODORE
PD189/90 SILENTS DEMON DOWNLOAD
PD202 TECHNOLOGICAL DEATH Freaky techno
PD205 FAIRLIGHT ILLUSION Good demo
PD206 MELON HOW TO SKIN A CAT Nice effects!
PD215 FAIRLIGHT 242 Unusual & interesting demo!
PD216/7 A TRIP TO DEEP BASS A must have
PD218 VIVID ABSTRAX PIG AGA Mega colourful
PD221 POINT OF SALE Best AGA yet! 1200 ONLY
PD222 PYGMY EXTENTION DEMO Fast moving
PD223/4 SPACEBALLS 9 FINGERS This is MEGA
PD225 XANADU DEMO Superb colourful AGA
PD226 GROOVY by Lemon,super graphics demo!
PD227 IMPACT NO LEM Super kaleidoscope effects
PD228 SILENTS SOZZLED SOMERSAULT Fab effects
PD229 SANITY BOGGLEDOP Very nice cartoony
PD230 TBL NUGGET Some great plasma patterns
PD233 PERSPEX HYPNOSIS dancing silhouettes
PD235 AGATHA Nice effects & colours. 1200 only
PD239 REDNEX EMPTYHEADS Cool effects 1200 only
PD240 VOLCANO New AGA megademo. 1200 only
PD241 IT SMELLS LIKE CHANEL no5 Great! 1200 only

AMIGA MUSIC DISKS!

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM016 BEATLES SONIX Nice music +Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM074 SOUND OF SILENTS Just get this its mega!
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the song+Y
PM104 500 THINGS COMEBACK 4 great rave type tracks+
PM112 TECHOMANIA II 8 essential hardcore tunes+
PM122/4 PLAYSID 2 (3) You must get this !!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise + Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM179 PLAYSID V2.2 More old 64 style music!(not1.3) +Y
PM190/1 DANCE TRASH 2 disk set of rave music!(2) +Y
PM192 HOBBITS & SPACESHIPS music by Dr Awesome+Y
PM196 MUSIC OF ROMEO KNIGHT Suber music mods+Y
PM198/9 MIRAGE SUBLIMINAL XTC Fab rave(1200only)
PM200 DATA-X TRILOGY 3 raved up pieces! +Y
PM201 DATA-X THE VICTIM 6 more music tracks! +Y
PM202 XENO INFINITY Good techno funk track!(not1.3)
PM203 BIO MECHANOID SYMPHONY NO 1 (1200only)
PM204 PE MUSIC MADNESS 50 chip music tunes! +Y
PM205 DESERT TECHNO TRAX 6 techno-ish tunes! +Y
PM211 MBC BASS IN YA FACE Hardcore techno music+Y
PM212 FOR DA UNDERGROUND More hardcore music! +Y
PM216 DUAL CREW CHROMATIC good music pack+Y
PM217 LEGALIZE IT 1 Great Amiga music disk! +Y

CLASSICAL LITERATURE

Super books on a disk,perfect for English Literature revision!(ok 500+,600, 1200)

ANIMATIONS

PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA065/68 REAL 3D (4) Superb of the program+
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA086 FRACTAL ANIMATION full screen low fly anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E.Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA141 STIRLING II ENGINE Another fab engine anim!+Y
PA143 XMAS ANIMATION Amusing animation! +Y
PA149 SPAR TREK 6 Clever CD32 advert animation+Y
PA150 RAGING HORMONE Another funny anim.+Y
PA151 XWING ANIM Nice star wars animation.+Y
PA152 NATIONAL WEATHER Amusing little anim!+Y
PA154 DAFFY LOSES HIS HEAD Amusing animation! +Y

POWER ANIMATIONS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES anim of Amy squirrel 1.5M+Y
PP004/7 AUTOMATED LIGHT (4) Battlestar galactica! 3M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/4 LANDING (4)Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP036/7 WALKER DEMO (2) A 2mg version of a classic!
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) witty ES demo 3M
PP046 SWEET REVENGE Coyote vsRoadrunner! 1.5mg+Y
PP050 UNSPORTING Wicked Schwartz cartoon+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd anim 2mg!Y
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual anim. 2mg.
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE amusing anim! 2mg Y
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y
PP099/100 AT THE FLIX Charlie cat again! (2) 2mg
PP101/4 QUALITY TIME Superb Shwartz 5mg anim (4)!
PP108/10 CHARLY CAT IN SICKNESS & HEALTH!(3)3mg!
PP111/2 BUGSBUNNY&SPACEMEN Action 2)2mgY
PP117/8 PRANK ON FURBALL Cat has a pizza! 2mg (2)
PP119 BAITMASKING Another fun Shwartz anim 2mg(2)Y
PP120/3 LAST STAND ON HOTH Fab space anim!(4)3mg
PP127/30 CHARLY CAT DANDRUFF DUO Amusing (4)3mg
PP131/2 ON THE GREEN Funny golf animation.3mg
PP133/5 CHARLY CAT AT XMAS Good, needs 3 mg!
PP136 ATTACK ANIM Great Gulf type animation!1.5mg Y
PP137/40 HEADING FOR HOME Raytraced space (4)3mg
PP141/4 MEAN MACHINE Console battle! MEGA (4)3.5mg

MUSIC UTILITIES

PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01
PT040 OCTAMED V2 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player
PT042 START IFF SAMPLES Superb ! Get this disk
PT043/5 HOUSE SAMPLES 3 disks full of house samples
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200
PT047 AUDIO MAGIC4 More Superb music programs
PT048/52 MODULES 5 disks of large music modules
PT053/57 METAL MODULES 5 disks heavy rock/metal
PT058/62 BREAK BEATS 5 disks of drum samples
PT063/67 VOCALS 5 disks of super vocal samples
PT068/70 DRUMKITS 3 disks of high quality drums
PT071/73 KORG SAMPLES 3 disks of keyboard sounds
PT074/76 PURE SAMPLES Lots of assorted samples
PT077 SAMPLE FACTORY Disk full of sound effects
PT078 CHIPMAN SAMPLES over 70 samples here
PT080 XI RAVE SAMPLES Bass & Drums! +Y
PT081 SAMPLEMAKER V3.1 Make samples. +Y
PT082 CLASSICAL MODULES On a classical theme!
PT083 MUSIC ENGINE V1.34 Multiformat music player
PT085 NO SAMPLER UTILITIES Music utilities!
PT086 CHIPMAN SAMPLES II More samples! +Y
PT088 X-BEAT V1.1 Exellent drum machine program
PT089 AUDIO MAGIC5 Some new tracker programs
PT090 SOUND EFFECTS Animals,Military & Vehicles
PT093 OCTAMED TUTOR Very useful for learners!
PT094 SONIX ROCK Rock music written in Sonix
PT095 AUDIO MAGIC 6 FM synth,Quaddra & more!

AGATRON(ok 1200)

AGA01 RED LOTUS spinning down the road. Fantastic !+
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your screen !+
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation.+
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible+
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant. 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from the star trek game.+
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing+
AGA20 Huey 2 A helicopter leaving a landing pad.+
AGA21 ENTERPRISE DOCKING WITH SPACE STATION+
AGA22 ENTERPRISE APPROCHING stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA26 SHIP ROCKING at sea./enterprise leaves dock+
AGA27 BOOK OPENING Nice anim of a book opening.+
AGA28 SHUTTLE & ENTERPRISE Fab anim by Richter+
AGA29 MILLENIUM FALCON The ship being chased -1M+
AGA30 HYPERSPACE animation & Landing animation 1m +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA34 SPACE OFFICE Star trek anim, a little short +
AGA35 SPACE PROBE, great anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

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<100>NEW!

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PG350 BRAIN DAMAGE A nice board game
PG351 XMASTIME Nice festive platform game
PG352 WAYNES WORLD PONG with samples
PG353 YAHCTCY Great version of the game
PG354 TO THE DEATH Fantastic beat em up
PG355 MEGABLOCK 2 Very nice Tetris game
PG356 3D GAMES 2 OXO2 & DIY2! +Y
PG357/8 ANT WARS nice lemmings game!
PG359 ALIEN FRENZY Nice shoot up maze game
PE077 GCSE MATHS A very useful program!
PE078 A - Z Paint Nice program for the kids
PE079 CALCULUS COMBAT Game to learn maths!
PE080 ILLUSIONS Follow up to Artists
PM220 SONGS FROM THE GUIDE R Baxter
PM221 DOOP Crazy music disk ! 1 mg chip
PM222 NEOPLASIA PHOBIA 5 fab music tracks
PU475/9 AGA TOOLS Useful for AGA machines
PU480 C.A.G. Create adventure games!
PU481 ASI MAGIC ICONS Loads of icons!
PU483 KICK 1.4 Better for AGA machines
PU484 KNIT Good knitting pattern program!
PU489/90 TERM Super modem package (2)
PU491 SUPERLEAGUE V3.4 Very good
PU492 X-PASSWORD protection for hard drive
PU493 AMOS EYES Document producer
PU494 MAND 2000 Mandelbrot exploration
PU495 SIRDS Stare to see the hidden images
PU496 BLITZBLANK Good screenblanker
PD243 FULL MOON AGA Nice demo 1200 only
PD244 BEYOND BELIEF AGA Nice music
PD245 SANITY ARTE A Superb demo
PD246 ABSTRACT SUBTLE SHADES Good demo
PD247 JESUS ON CHEESE DEMO Insane!! 1.3 only
PD248 FLYING COWS PRO 50AK Good
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PS155/6 SHADART AGA Cars,Ray tracings etc(2)

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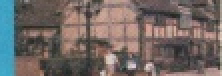
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TOOBZ

Game

Look! This is actually a half-decent game, and it's PD! Yes, I know that sounds like a bit of a contradiction, but it's true. *Toobz* is a bit like Pipemania, but it's still quite an original game. The idea is to get coloured balls into holes of the same colour. The balls come out of a hatch at one end of the pipeline. As they pass through transformer boxes, they change colour – just in case it was getting too easy. At various points around the pipeline are intersections which you can control. Clicking the mouse turns them through 45 degrees, which allows you to guide the balls into the right holes.

It's not as boring as it sounds once you get the hang of it – in fact it's quite good fun for a while, and should please anyone who likes a mental challenge in a game.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Price: £2.50 including P+P.

80%





ASSASSINS 159

Game compilation

This must be the best Assassins compilation I've seen in ages. The three games included are *Racing Maniacs, Smidge and Colour Change. Racing Maniacs* is a lovely little 3D vector game. The idea is to crash into your opponent until his car is written off. Brilliant eh? It's very fast, running at 50 frames per second, so it's silky smooth. You can play against the computer, or in a split-screen duel with a friend. You'll need an A1200 to play it. Top stuff.

Possibly better still is *Smidge*, a cuddly platform game with the best graphics you'll see in a PD game. You get five levels from the full version, which has 60 levels and only costs a fiver. Featuring underwater levels, an extremely cute "rescue the penguins" level, parallax scrolling backgrounds and colourful cartoon sprites, this should be enough to persuade anyone to send off for the full game.

Also on the disk is *Change Colours*, the obligatory naff AMOS game, but don't let that put you off.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Price: £2.50 including P+P.

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TO BE IN

Demo

Ravey demos weren't abundant this month. This is the only one that surfaced, and it's not exactly a stormer. There are basically three effects: a digitised dancer, those phasing circles like we had on last month's VideoTracker coverdisk, and some colour balls that flash around the screen. The soundtrack is spoiled by a noisy synth sound that drowns out all the other samples in the tune.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 0922 404023. Price: £1.50 including P+P.

69%





SENTINAL

Game

"Good game, good game," as Bruce Forsyth would say - and he'd be right! *Sentinal* is nothing to do with the old C64 strategy game. It's a platform shoot 'em up along the lines of *Shadow of the Beast*. For a licenceware game, it's really quite good. The graphics are very smooth, and there's plenty of action to get your teeth into. Well worth a shot for skint zap-fans.

Available from: NBS, 1Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Disk no. CLG 56. Price: £3.50 including P+P.



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PD UTILITIES

Turn your Amiga into a throbbing hive of productivity with a stack of cheap and handy PD utilities, as perused by Tony Horgan.

EAGLE PLAYER 1.4

module player

Even with the widespread use of the standard Protracker music module format, there are still numerous alternative trackers in use, most of which have their own way of storing and replaying music. *Eagle Player* attempts to play back any music module that you care to throw at it, and decorates your Workbench screen with a selection of equalisers and noise-o-meters. The two-disk set contains replay routines for 84 module types. That surely covers 99.9% of all Amiga music modules ever. If you've amassed a collection of modules on your hard drive, you can use *Eagle Player* as a kind of jukebox. Once you load a module, all the files from that directory are placed in a pull-down menu, to make loading subsequent tracks even easier.



Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 081 455 1626. Disk nos. MUS 091a + MUS 091b. Price: £2.30 including P+P.

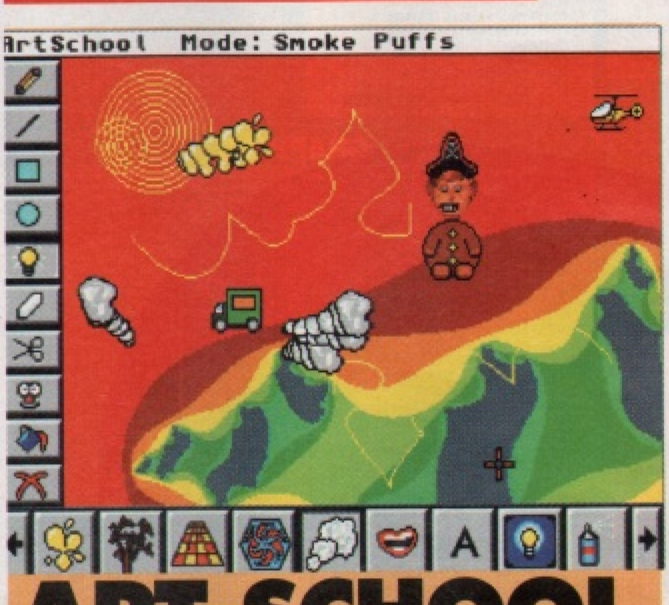
82%



VIEWTEK 2.1

Viewtek is a very useful tool for anyone involve with graphics or animation. It's a picture and animation viewer that not only supports straigh IFF images and anim 5 movies, but also replay anim 7 and 8 format movies, and can display JPEG and Compuserve GIF images too, along with Amiga '.info' icons. It can also be used wit the following graphics boards: DCTV, EGS, Firecracker, IV-24, OpalVision, Retina and Picasso. A simple file requester is used to select the image or animation, which is then automatically displayed. The utility MakeAnim7 also included on the disk, which converts anim format animations into anim 7 format. Anim 7 a mations can play back with higher frame rates they look smoother), although they occupy mo and RAM space.

Available from: Kew=II Software, PO B South Croydon, Surrey CR2 9YS. Tel: 0 1617. Disk no. V1145. Price: £1.50 incl (minimum order 2 disks).



ART SCHOOL

kiddie paint

I could sit here all day playing with this, but I'd better not. Art School is a licenceware program like *Deluxe Paint*, but it's for kids who just want to make a colourful mess. There's a massive range of fun drawing tools, like the snaking stream of balls, the swirly line that swoops around the mouse pointer, the fractal tree generator, the 3D perspective floor, the gyrating line generator, the mandelbrot and Julia set features, and the pre-drawn background pictures. A good stack of mini-clipart is included, which you can pull off the icon strip and paste down onto the picture. You can even have music playing as you draw – 12 tunes are included on the disk, and you can play your own ditties with the function keys. Get it for your kids, then kick them off the computer and play with it yourself.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392 493580. Price: £4.99 for the two disks. Cheques payable to 'S. Bye'.

88%

BOOT X 5.23B

virus killer

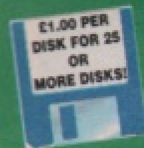
Thankfully the epidemic of Amiga viruses has died down a bit recently, but if you use a lot of software from bulletin boards and PD libraries, you still can't be sure that a disk is safe without running it through a virus checker. *Boot X* is one of the most comprehensive checkers available – this version can recognise 218 strains of bootblock virus, and 92 types of file virus. So as not to cause undue alarm, there are 384 non-standard bootblocks that the program knows, and won't try to erase if it finds them. You can also add your own to the list. The program is simple to operate, and should trap just about any virus you might come across. It requires Kickstart 2.04 or higher.

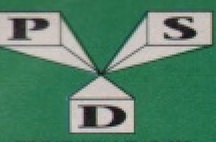
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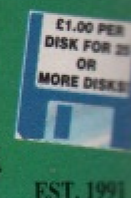
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- GU414 **CONTACH CLIPART 1** Cartoon, Zodiac
- GU415 **CONTACH CLIPART 2** Buildings, Xmas
- GU416 **CONTACH CLIPART 3** Signs, Teddys, Work
- GU417 **GRAPHICS TOOLS 2**
- GU418 **RAYSHADE** (3 Disks)
- GU419 **PRO PAGE TEMPLATES**
- GU420 **PRO PAGE HELP**
- GU421 **DPAINT TUTOR** Learn to use it
- GU422 **SPECTRA PAINT**
- GU423 **THE DESIGNER** Arcade backgrounds
- GU424 **RJ UTILS** Perfect Paint, Image W/Shop
- GU425 **FONT FARM 3**
- GU426 **FONT FARM 1**
- GU427 **FONT FARM 2**
- GU428 **VIEW 3.2** Anim Player
- GU429 **HAM LAB PRO v2.08** Picture Converter
- GU430 **ICONS GALORE**
- GU431 **STILL STORE**
- GU460 **QUICK GRAB** AGA
- GU462 **POST** Postscript interpreter
- GU463 **POST SCRIPT FONTS 1**
- GU464 **POST SCRIPT FONTS 2**
- GU465 **POST SCRIPT FONTS 3**
- GU466 **GELIGNITE FONTS 4**
- GU467 **ULTRAPAINT**
- GU468 **ARTISTIKS** Art package
- GU469 **BLUE ROSE FONTS 1**
- GU470 **BLUE ROSE FONTS 2**

SUPERB QUALITY CLIPART

- GU326 **ART 1** (2 Disks) Weddings
- GU327 **ART 2** (2 Disks) Houses
- GU328 **ART 3** (3 Disks) Religious
- GU329 **ART 4** WWII Aircraft
- GU330 **ART 5** (2 Disks) Men
- GU331 **ART 6** (2 Disks) Women
- GU332 **ART 7** (2 Disks) Kids
- GU333 **ART 8** Business
- GU334 **ART 9** Office
- GU335 **ART 10** Students
- GU336 **ART 11** Sale
- GU337 **ART 12** (3 Disks) Christmas
- GU338 **ART 13** (3 Disks) Punch
- GU339 **ART 14** Animals
- GU340 **ART 15** Cats
- GU341 **ART 16** Silhouettes
- GU342 **ART 17** (2 Disks) Schools
- GU343 **ART 18** Babies
- GU344 **ART 19** (2 Disks) Sport
- GU345 **ART 20** Olympic
- GU346 **ART 21** (2 Disks) Medical
- GU347 **ART 22** Sea Life
- GU348 **ART 23** Decorative Months
- GU349 **ART 24** Whacky (funny)
- GU350 **ART 25** Holidays
- GU351 **ART 26** (2 Disks) Old banners
- GU352 **ART 27** Art Nouveau flowers
- GU353 **ART 28** Butterflies
- GU354 **ART 29** (2 Disks) Food & kitchen
- GU355 **ART 30** Colouring book (DPaint)
- GU356 **ART 31** Borders (DTP) (2 Disks)
- GU357 **ART 32** (2 Disks) MAC clipart
- GU358 **ART 33** Hornback (scenic)
- GU359 **ART 34** (2 Disks) Teddy Bears
- GU360 **ART 35** (2 Disks) Vanity Fair (fashion)
- GU361 **ART 36** Halloween (weird)
- GU364 **ART 37** Showtime (dancing etc)
- GU365 **ART 38** Vegetarian
- GU366 **ART 39** Floral (detailed)
- GU367 **ART 40** Myths & Zodiac
- GU432 **ART 51** Botanical art
- GU433 **ART 52** Family scenes (2 Disks)
- GU434 **ART 53** Golf Humour (2 Disks)
- GU435 **ART 54** Space & transport
- GU436 **ART 55** Soft scene 2 – Rural pics
- GU437 **ART 56** Sports 3
- GU438 **ART 57** Navy
- GU439 **ART 58** Travel (2 Disks)
- GU440 **ART 59** Alphabet (2 Disks)
- GU441 **ART 60** Accents & Flashes – stars etc.
- GU442 **ART 61** Fish & aquatic pics
- GU443 **ART 62** Softscene 3
- GU444 **ART 63** Restaurant (3 disks)
- GU445 **ART 64** Mammals
- GU446 **ART 65** Anim & bird
- GU447 **ART 66** Mossburn animals
- GU448 **ART 67** Burchfield kids
- GU449 **ART 68** Beast & Myth (3 Disks)
- GU450 **ART 69** Transport (3 Disks)
- GU451 **ART 70** Trucks & trains
- GU452 **ART 71** Astrology (2 Disks)
- GU453 **ART 72** Aircraft (3 Disks)
- GU454 **ART 73** Birds – songbirds etc.
- GU455 **ART 74** Dogs
- GU456 **ART 75** Houses, castles & buildings
- GU457 **ART 76** Sports – Mac
- GU458 **ART 77** Horticulture (5 Disks)
- GU459 **ART 78** Military (10 Disks)

Coloured clipart also in stock – send for details

BUSINESS

- BU86 **JOURNAL** Accounts, simple to use
- BU96 **AMIBASE V3.76** Database
- BU104 **BANK'N** Cheque account
- BU105 **AMICASH BANKIN** Accounts
- BU106 **Q BASE & SPREADSHEET** Addresses
- BU108 **VISICALC SPREADSHEET** Like Lotus 123
- BU111 **ANALYTICALC** * (2) Spread-sheet, powerful
- BU112 **FLEXIBASE V2.0** DBase
- BU124 **BUSINESS CARD MAKER**
- BU128 **SCALC & WORDWRIGHT** Spread/w. proc.
- BU129 **WORDWRIGHT & SPELL** W/proc and check
- BU131 **U-EDIT W/PROCESSOR**
- BU132 **TEXTPLUS W/PROCESSOR**
- BU133 **600 BUSINESS LETTERS** Just load 'em in
- BU135 **AMIGAFOX DTP V1.1** Puts pics with text
- BU136 **AMIGASPELL** Spellchecker
- BU137 **WORD FRENZY-DBASE & SPELL**
- BU138 **AMIGAFOX V1.0** W/Processor
- BU145 **TEXT ENGINE V4.1** W/Processor latest
- BU152 **AMIBASE PROF II V1.2** D/Base
- BU158 **MICROGNUEMACS** Text editor
- BU162 **A-Z SPELL** Spellchecker
- BU171 **ILLINOIS LABEL PRINTING**
- BU172 **INVOICE PRINTER**
- BU186 **CLERK V4.0** Accounts – latest
- BU204 **MAIL-O-DEX** Mail Database
- BU212 **LABEL DESIGNER**
- BU231 **SPELLCHECK V1.2**
- BU248 **CHECKBOOK ACCOUNTANT** Very good
- BU251 **BUDGET V1.2-4** Finances
- BU254 **SUPERSPELL** Global spell check
- BU301 **FORMS UNLIMITED** Loads
- BU304 **P SUITE V1.4**
- BU314 **P WRITER** Text editor
- BU324 **WORDPOWER** Thesaurus
- BU325 **EDWORD** W/Processor
- BU326 **ADDRESS BOOK**
- BU327 **BOILER PLATE** W/Processor & Bus. letters
- BU328 **LITTLE OFFICE** WP, S/S, D/B + Graphix
- BU329 **MORTGAGES ANALYSER**
- BU330 **PRINT A CARD** Design
- BU332 **AMIGA MAIL** Address lists
- BU334 **PC FORM LETTERS**
- BU335 **PAY ADVICE ANALYSER v3.0** P.A.Y.E., N.I. etc
- BU336 **MONEY PROG** * Good accounts
- BU337 **CHEQUE BOOK** Accounts prog
- BU339 **D LAB** Disk labeller
- BU340 **LOGINFO** Phone bills for modem
- BU341 **EASYCALC** New spreadsheet
- BU181 **B BASE III** Database
- BU319 **ORDER v1.7** Database
- BU342 **LS LABEL** Label print
- BU343 **DATABASE WIZARD**
- BU398 **ADDRESS PRINT v3.0**
- BU399 **TEXTPLUS v5.01** Hard Drive only - latest
- BU400 **ENVPRINT** Address envelopes
- BU401 **P.E. PRINT UTILS** Labelling progs
- BU402 **TRUE ED** Excellent editor
- BU403 **FTX ACCOUNTS**
- BU404 **ACCOUNT MASTER 2.12**
- BU405 **TURBO TEXT v1.1** very impressive w processor
- BU406 **ADM v1.01** Flexible address d/base
- BU407 **A-BASE** Great database
- BU408 **GOLD ED** (2 disks) Fully functional - fantastic
- BU409 **FH SPREAD** - New spreadsheet
- BU410 **BUDBASE v1.2** Easy to use d/base
- BU411 **EASYCALC PLUS** Good spreadsheet WB2+
- BU412 **AMIGABASE** Excellent database
- BU413 **BANK v1.0** Accounts programme
- BU414 **INVENTORY II** Stock control & wages
- BU415 **AMIGA DIARY v1.13**
- BU416 **PAYROL**
- BU417 **EASYPRINT** (1.3 only)
- BU418 **PERSONAL ADDRESS BOOK** (Password)
- BU419 **PERSONAL JOURNAL** (Secret Diary)
- BU420 **WOMBLE VOL 1** Database etc.

HOBBIES

- H 88 **CROSSWORD DESIGNER**
- H148 **A-GENE** Family history
- H175 **GOLF RECORDER v 1.04**
- H202 **ROAD ROUTE USA**
- H214 **FOOTBALL LEAGUE EDITOR**
- H247 **CALORIE BASE** For recipes
- H250 **DARTS LEAGUE D/BASE**
- H298 **CULT TV VOL 1** TV series info
- H299 **WHOM 2** Data on TV progs.
- H302 **LAST WILL & TESTAMENT**
- H305 **ASTRO 22 v 3.5** Latest astrology
- H307 **FAMILY HISTORY D/BASE**
- H310 **TEN PIN BOWLING D/BASE**
- H333 **AMIGA PUNT** Horse racing
- H336 **PERM CHECK v1.0** Pools predicter
- H342 **STITCHERY** Cross stitch work
- H359 **RACE RATER** Horse predicter
- H360 **QUESTION ATORT** Quizmaker
- H361 **NEW BIORYTHMS** Excellent prog.
- H362 **WINE MAKERS D/BASE**
- H363 **CYCLING M** Useful
- H364 **DARTS MACHINE** Score recorder
- H365 **AMYGEN** Family history
- H366 **POOLS WIZARD** Demo
- H367 **MING SHU** Chinese Astrology
- H368 **ASTRONOMY 2** Data & graphics
- H369 **AMERICAN FOOTBALL** (2 Disks) Rules
- H370 **LANDSCAPE GARDENING**
- H371 **GENEOLOGIST** WB2 and above
- H372 **TOP OF THE LEAGUE** Football Manager
- H373 **COURSE FORM** Horse racing
- H374 **FORECASTER** Horse race predictor
- H375 **STARVIEW** Astronomers
- H376 **CODE MUNGUS v5.7** Highway Code
- H377 **FOOTBALL FORECAST DEMO**
- H378 **BON APPETITE** Recipe database
- H379 **POOLS TOOLS 2** Pools progs.
- H380 **SEE THE AURA** (2 disks) human aura
- H381 **PHOTOGRAPHY** About the Dark Room
- H382 **DSOLVE CROSSWORD** Solve them
- H383 **PROFESSIONAL BINGO**
- H384 **WORD UTILITIES** Word puzzle solver
- H385 **KITE SIMULATOR** Fly your kite!
- H386 **POOLS WIZARD JUNIOR V1.0**
- H387 **SPIDERSOFT UTILS** Garden Designer
- H388 **GENIE** Family History
- H389 **STOCK ANALYST** Stocks & Shares
- H390 **WHOM 3** Part 2
- H391 **WHOM 3** Part 3
- H392 **TAROT** (2 disks)
- H393 **KNIT** Create patterns
- H394 **GOLF GURU V1.2** Keep golf scores
- H395 **FOOTY V1.4** Football League Editor
- H396 **DIVIDEND WINNER** Football
- H397 **RED DWARF TRIVIA**
- H398 **SCION** - family history d/base
- H399 **SHAREMAN** - stock market manager
- H400 **M.O.R.C. v2** rune caster, new
- H401 **THE MYSTERIES OF RUNES** all the signs

COPIERS

- CP234 **FLASH COPY** Multi-tasking
- CP267 **FREE COPY v1.8** Removes protection
- CP313 **NIB v2.0** Removes protection (1.3 only)
- CP340 **ASI CRUNCH 'N' COPY 2** Collection
- CP341 **COOL COPIER v2.0** Fast & safe
- CP348 **ASI DISK COPIERS** Collection
- CP349 **LOCK PIC 2** Removes protection
- CP350 **D COPY v3.1**
- CP351 **MAVERICK COPIER** Rem. protection
- CP352 **SAFE II** Powerful copier
- CP354 **THE DISK UTIL** WB2+
- CP355 **SUPER FORMATTER v1.0d**
- CP356 **SUPERDUPER v2.02**
- CP357 **BAD FORMAT** Run Bad disks
- CP358 **COPIERS UNLIMITED**
- CP360 **DISKMATE** V.Good (WB2.04+)
- CP361 **SUPERDUPER v3.0** WB2.04+

PROGRAMMING

- PR 47 **C LANGUAGE MANUAL** (3 Disks)
- PR 49 **C LANGUAGE COMPILER**
- PR 72 **PASCAL LANG PROG**
- PR 94 **POWER LOGO v1.0** Lisp & Logo
- PR110 **PDC** (3 Disks) Programmers aid
- PR118 **BC-FORTRAN**
- PR166 **AMIGA CODERS CLUB** (6 Disks)
- PR225 **CURSOR COMPILER** Basic language
- PR239 **DME V1.45** Programmers Text Editor
- PR243 **DICE v2.06.0** (2 Disks) C Environment
- PR244 **PCQ v1.2a** (3 Disks) Pascal compiler
- PR326 **SOZOBAN C DISK** AZ Text link compiler
- PR355 **ASM ONE** Assembly package
- PR357 **EZASM** Assemblers
- PR358 **C MANUAL** (12 Disks) The best yet
- PR359 **NORTH 'C'** v1.3 (2 Disks)
- PR361 **ATTIC & BLIT** Useful for 'C' progs.
- PR362 **AMIGA E** v2.1 Better than C
- PR363 **AZAPP v2.04** binary editor
- PR364 **INSTALLER** for software developers
- PR365 **MPE v1.6** M2Amiga companion
- PR366 **MODULA-2** language
- PR367 **GNU++C COMPILER** (3 Disks)
- PR368 **PCQ SHELL** Pascal Compiler
- PR369 **'C' LANGUAGE MANUAL v2.0** (4 disks)
- PR370 **C++ 2LATEX** Make Latex files from C++

MUSIC UTILITIES

- MU2 **MODULES ONE**
- MU3 **MODULES TWO**
- MU4 **MODULES THREE**
- MU5 **MODULES FOUR**
- MU6 **MODULES FIVE**
- MU7 **MODULES SIX**
- MU10 - MU47 **ST SAMPLES & INSTRUMENTS** (38 Disks) or buy singly
- MU48 **8 CHANNEL SOUND TRACKER**
- MU49 **STAR TREKKER 1.3**
- MU51 **MODULE/SONGS 2**
- MU73 **MED 3.2** Music editor
- MU193 **OCTAMED v1.0b FF579** Music editor
- MU256 **MULTI-PLAYER V1.11A** Music
- MU317 **DENNIS SAMPLES DISK 2** Madonna etc
- MU318 **DENNIS SAMPLES DISK 3** Baby cough etc
- MU319 **DENNIS SAMPLES DISK 4** Telephone etc
- MU321 **DENNIS SAMPLES DISK 6** Star Trek etc
- MU322 **DENNIS SAMPLES DISK 7** Heavy monster etc
- MU323 **ASSASSINS AUDIO MAGIC VOL 1.1** Lots
- MU324 **ASSASSINS AUDIO MAGIC VOL 2** Trackers
- MU325 **SOUND APPLICATIONS A & B** (2 Disks)
- MU326 **MEGA MON v 3.20**
- MU327 **SAMPLE MAKER**
- MU328 **CASIO CZ-101**
- MU329 **DX 100**
- MU330 **PENDLE EUROPA**
- MU331 **AUDIO ANIMATION STUDIO**
- MU332 **INSTRUMENTS & SAMPLES**
- MU333 **PROTRACKER v2.2**
- MU334 **NOISETRACKER v2.0**
- MU335 **SOUND TRACKER v4.0**
- MU336 **PROTRACKER v2.3** Latest
- MU337 **ASI AUDIO MAGIC Vol 3** Trackers
- MU338 **ASI AUDIO MAGIC Vol 4** Inc Pro Tracker
- MU339 **OCTAMED V2.0** 8 channel MED sequencer
- MU340 **CDTV PLAYER** Simplifies audio CD's
- MU341 **SUPERSOUND v2.1** Sound sampling
- MU342 **SOUND** Sample player
- MU343 **GUIDE TO ELECTRONIC MUSIC** (3 disks)
- MU344 **TAB MASTER** Music to guitar translation
- MU345 **POWERCUTS** Good sound effect samples
- MU346 **BEATS** (5 disks) Drum Samples
- MU347 **VOCALS** (5 disks) Super Samples
- MU348 **DRUM KIT SAMPLES** (3 disks) High quality
- MU349 **KORG SAMPLES** Keyboard Sounds
- MU350 **MUSIC MODULES** (5 disks) Large modules
- MU351 **PURE SAMPLES** (3 disks)
- MU352 **METAL MODULES** (5 disks) Heavy Metal
- MU353 **CHIPMANS SAMPLE DISK** 1-70 Samples
- MU354 **SAMPLE FACTORY** Sound effects
- MU355 **DELITRACKER** Sound player
- MU356 **POWER PLAYER v3.9** module player
- MU357 **IFF BREAKBEATS 1**
- MU358 **TECHNO MODULES 1-5** (5 disks)
- MU359 **OCTAROCK 3D** Rock + Grafix
- MU360 **OCTASTUFF** For Octamed v3 &4
- MU361 **GUITAR TUNER**
- MU362 **MEGA MONITOR** - ripper

VIDEO WORK

- V 99 **CATALOGUE WORKSHOP 1**
- V100 **CATALOGUE WORKSHOP 2**
- V179 **VIDEO APPLICATION UTILS**
- V180 **VIDI FONTS 1**
- V220 **VIDEO GRAPHICS** (4 Disks)
- V236 **CHEMMINATE** Reaction anims
- V345 **VIDEO WIPES**
- V401 **INSCRIPT** Video titler
- V402 **TELE TITLER 2** Hi-res – use with V408
- V403 **VIDEO EDITORS KIT**
- V404 **CAPTIONATOR** Superb video titler
- V405 **HARLEQUIN VIDEO ART 1**
- V406 **HARLEQUIN VIDEO FONTS 1**
- V407 **HARLEQUIN VIDEO FONTS 2**
- V408 **TELESCROLL 1** Video titler
- V409 **TELETITLER 3** Lo-res – use with V408
- V410 **DESKTOP VIDEO** Add scrolling titles

A1200

- WS1-5 **WEIRD SCIENCE** S/Show & music (5 disks)
- SH1-6 **SUPER HAM PICS** (6 disks) Brill!
- AU12 **JPEG AGA IMAGES** (9 disks) Superb!
- AU13 **BAD BOYZ AGA SLIDES** (10 disks) Fab!
- AU14 **SLEEPLESS NIGHTS** – 3 utilities
- AU15 **A1200 UTILITIES** – Gif & PCX datatypes etc
- AU16 **A1200 WB HACKS**
- AU17 **ANDY'S WB3 UTILS** Brill! Fakemem, AGAtest
- AU18 **24 BIT UTILS** – 3 conversions progs
- AU19 **WINBLEND** Fractal generator
- AU20 **JPEG UTILS** Rend 24 convertor pics
- AU21 **HD PREP** preps hard drive
- AU22 **HDMEM** needs MMU
- AU23 **RD PREP** preps rigid disk
- AU24 **HD INSTALLER**
- AU25 **MAGIC WORKBENCH** Superb icons (HD only)
- AU26 **AGA UTILITIES 2** 256 colour icon ed etc
- AU27 **AGA UTILITIES 3** Kill aga etc
- AU28 **AGA UTILITIES 4** Bblank, checkaga etc
- AU29 **AGA UTILITIES 5** Degrader, AMIGA to double
- AU30 **AGA UTILITIES 6** A4091 patch, Ham8, etc.
- AU31 **A1200 VIRUS KILLERS**
- AU32 **NEW WB3 SUPER KILLERS**
- AU33 **A1200 INTROS**
- AU34 **HOY AGA DEMO 1**
- AU35 **HOY AGA DEMO 2**
- AU36 **NIGHTBREED** (2 disks) AGA slides
- AU37 **FERRARI AGA SLIDES**
- AU38 **CYNOSTIC SLIDES**
- AU39 **KEITH RHODES PICS** Fantasy
- AU40 **RETINA BURN AGA** Brill demo
- AU41 **PANTARHEI AGA** Great new demo
- AU43 **MSM v1.8** for programmers
- AU44 **MAIN ACTOR** Modular anim. package
- AU45 **AGA BLANKER** – 14 different ones
- AU46 **STARTREK PICS 1-5** (5 disks)
- AU47 **MAGIC FACTORY SLIDES 1** – Brill
- AU48 **MAGIC FACTORY SLIDES 2** – More
- AU49 **PYGMY PROJ. EXTENSION** – Rave
- AU50 **POINT OF SALE DEMO** – Superb
- AU51 **BLACKBOARD** – Image Processor
- AU53 **WB3 BACKGROUNDS**
- AU54 **KILL AGA v2** Turn off AGA chipset
- AU55 **KLONDIKE AGA** (3 disks)
- AU56 **MOTOROLA INVADERS 2** (2 disks)
- AU57 **UCHESS** (4Mb RAM req'd)
- AU58 **AGA TETRIS**
- AU59 **STEVE PACKER** (10 disks) Animations
- AU60 **NIGHTBREED** AGA Frac Flight
- AU61 **MEGABALL 3** AGA
- AU62 **WB3 DATATYPES + COMMANDS**
- AU63 **AGA SOFTWARE COMP** (4 disks)
- AU64 **AGA ANIM, PLAYER + TOOLS** (2 disks)
- AU65 **AGA+ PICASSO COMP** Molecular
- AU66 **AGA TEXTURE MAPPING** demo
- AU67 **ALERT TIMER** System alert timing
- AU68 **VTEK VIEWER** with AGA support

NOTE: Libraries + datatypes + many patches ... *soon.*

Most titles in other categories run on A1200 – Some may need EM400

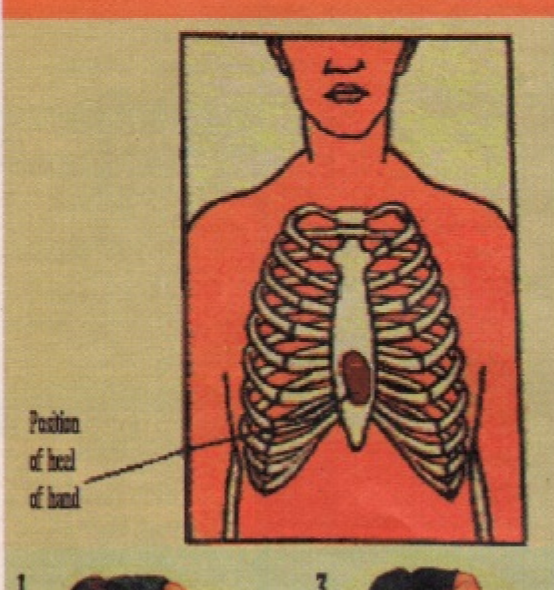
FIRST AID ESSENTIALS

diskbook

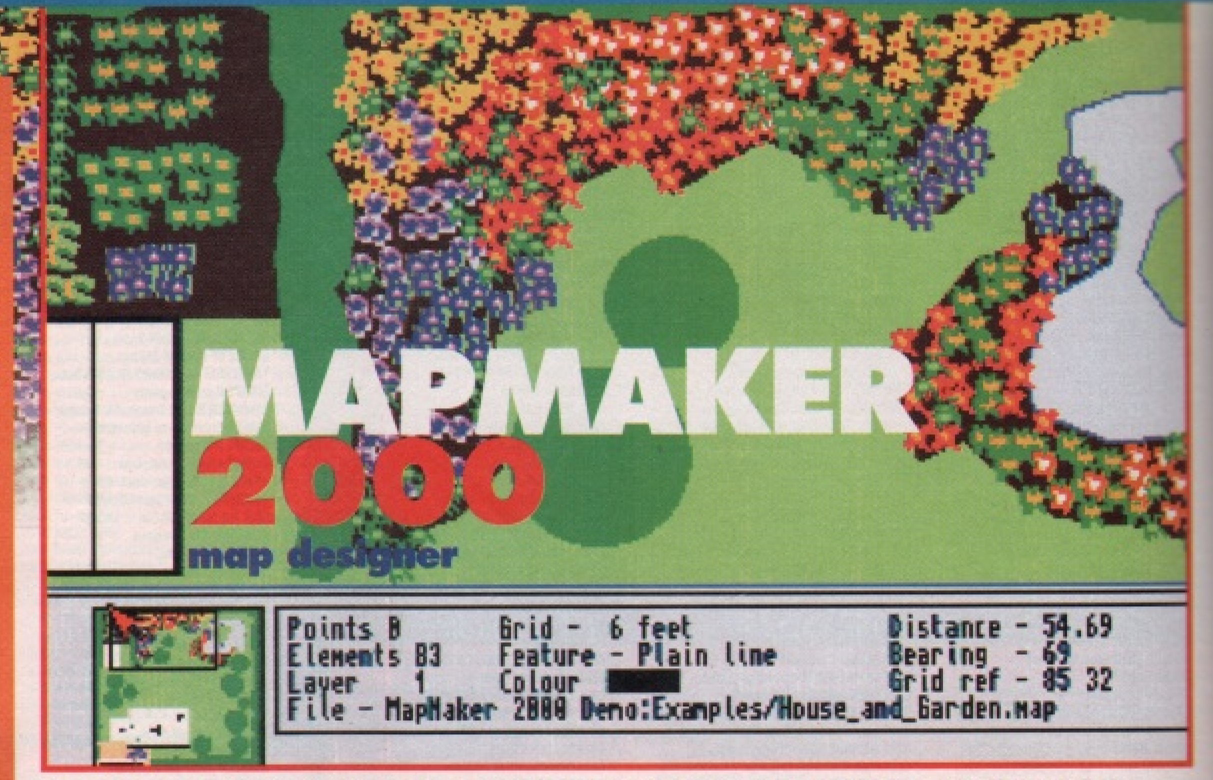
Regular viewers of *Casualty* should know a few first aid basics, like the recovery position, how to take a pulse, and what to do with a skin burn, but there's more to first aid than just putting your hand under a cold tap. This is a 'book on a disk' type of presentation, created with *Helm*, which gives advice on all kinds of injuries and accidents. There's good advice on casualty diagnosis, resuscitation, broken bones, bleeding, burns, unconsciousness, circulation, poisons, foreign bodies and more. It's mostly text-based, although there are a few illustrations to help describe some of the positions and techniques. More pictures would help, but the information is simple and straight forward enough.

Available from: Gerard Fitzpatrick, 19 Glenhill Road, Finglas, Dublin 11, Ireland. Send 50p plus a blank disk, stating whether you have a 1.3 Amiga or higher.

81%







MAPMAKER 2000

map designer

Do you have trouble finding your way home from the pub on a Friday night? Maybe you should make yourself a little map of the local area, picking out key points of interest along the way, like the 24-hour garage and the kebab shop. With *Map Maker 2000*, all of this is possible – and more! This version is a save-disabled PD sampler of the full program, which is available from the author for £15.

It's all quite simple to use. Maps are constructed from lines and symbols taken from the pull-down menus. Most of the functions are controlled by the mouse, although there are quite a few irritating prompts to use the keyboard, when a mouse click would have done fine. Still, if you want to make maps on your Amiga this has got to be your best bet.

Available from: KEW=II Software, PO Box 672, South Croydon, Surrey, CR2 9YS. Tel: 081 657 1617. Price: £1.50 including P+P (minimum order two disks).

81%

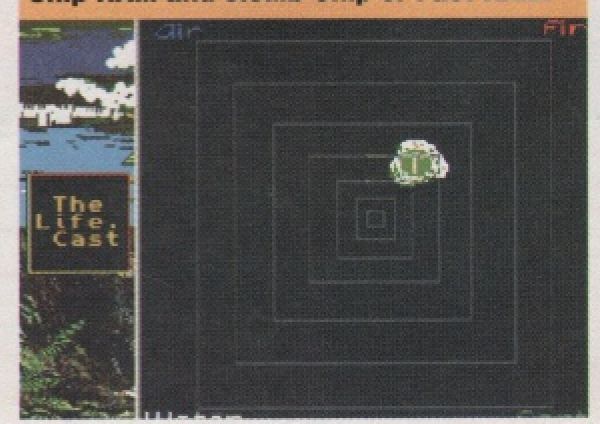
RUNE CASTER 2.5

fortune telling

Marvellous innit? Where else would you get a full rune-casting system for a few quid, other than from the Amiga PD circuit? Delos Rune Caster and Translator Pro 2.5 (or DRAT for short) is here to uncover the secrets of your future, throw some light on your life to come, and guide you through tough impending decisions – either that, or it'll just spout some rubbish that's so vague it could mean absolutely anything.

Anyway, it's not the subject of fortune telling that's on trial here, it's the program. Assuming that your life will be enriched by such pearls of wisdom as, "Try to understand the hidden nature of things" and "Endeavour to see deeper than just the surface of things", then DRAT will offer you a pleasant environment in which to cast your wild runes. Recommended to all runies.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Disk no. CLE 50. Price: £4.50 including P+P. Minimum of 1Mb Chip RAM and 0.5Mb Chip or Fast RAM.



VARIOUS TOOLS

utility compilation



77%

Four simple utilities fill this disk. First up is *Def Iconer*, a program that adds itself to your Workbench Tools menu, and creates default icons for disks and files on request, and as such requires Workbench 2.04 or higher. Then there's *NewExt*, a tool that replaces filename extensions with new ones. For example, you might need to change a who directory of files with a .IFF extension to .ILBM extensions. Doing this by hand would be laborious, but NewExt lets you do the job with one entry in the CLI or SHELL. It also needs Workbench 2.04 or higher. Startup Menu is the third utility, which presents the user with a list of available startup-sequences to run. This could be handy if you had a program that needed most of your RAM, but your normal hard drive boot sequence meant that there wasn't enough free. You could have an alternative startup sequence that jumped straight into Workbench, saving stacks of memory. You could call this sequence from the menu when you reset the computer. Finally, there's a program called *Bush*, which is apparently based on the PC program *Tree*. Unfortunately the documentation gives no clues as to what it does.

Available from: Lee Kindness, 8 Craigmarn Road, Old Portlethen Village, Aberdeen, AB1 4QR. Scotland. Price: Send a blank disk and a stamped addressed envelope.

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17 BIT SOFTWARE Est. 1988

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Another stunning compilation of new PD products. This one is even better than the first! Over 600MB of Data! Get it now for £19.99 +75p P&P

THE 17 BIT COLLECTION
This double CD collection contains 1700 disks from our own library from disk 0001 to 2301. All the classics are included, as well as hundreds of great PD games, Demos, Music etc. Yours for Only £39.99 + £1.00 P&P

NEW!! 17 BIT II - THE CONTINUATION
Includes 17 Bit Disks From 2302 To 2800, Assassins Games Disks from 1 To 140 (Over 500 Games!!)NZ Disks, ARUG & AMIGAN! Also Includes A FULL File Search & Index Across Our Previous CD's Too! AMIGA FORMAT GOLD! £19.99 +75p P&P

CDPD VOLUME 3
Fish from F761 to F890, ready to run from the CD! Also includes dozens of high quality 24 bit scans plus Ham and AGA H8 versions & MUCH MORE! for only £19.99 +75p P&P

TEAM 17 CD's FOR CD32
Alien Breed & Quak £19.99
Project X & F17 £19.99
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a beautiful amiga life for you

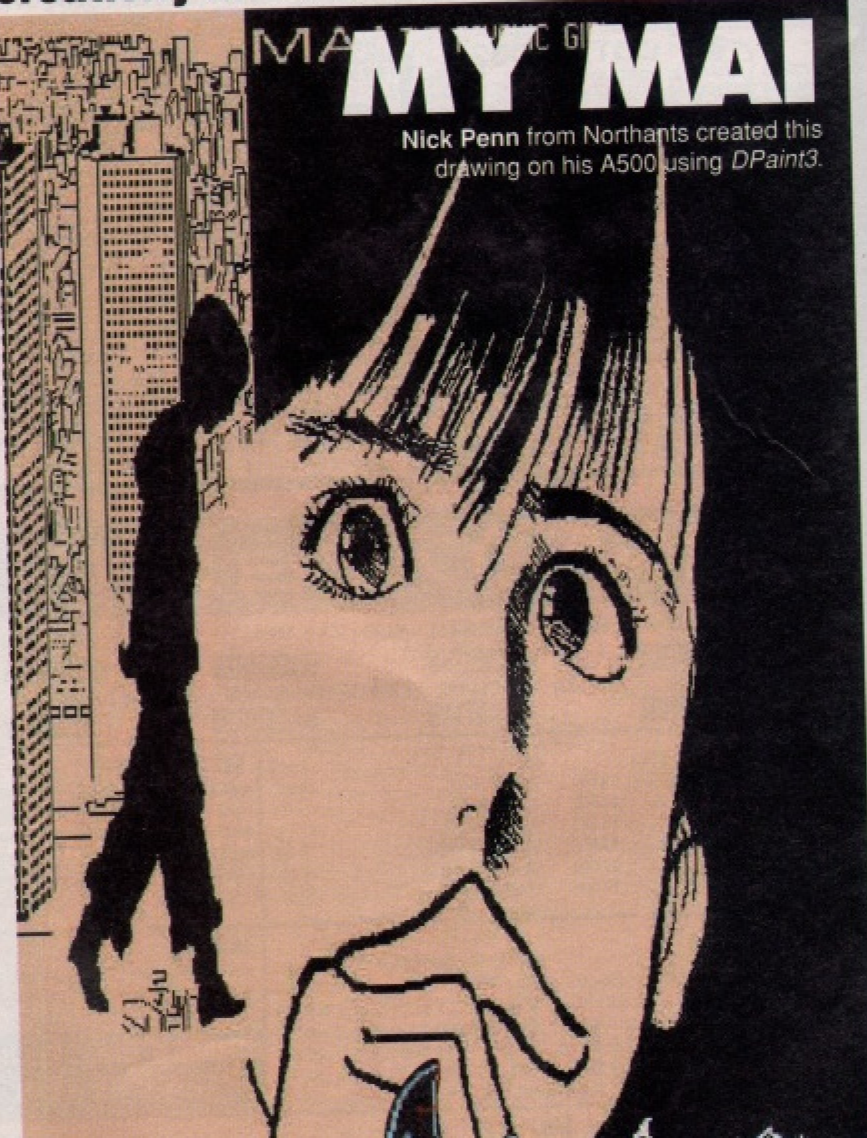
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中屋ビル3階
TEL: 03-3837-8689
FAX: 03-3837-8218



'Mona' Lisa Collins takes you through yet another month's selection of artistic creativity and talent.

MY MAI



Nick Penn from Northants created this drawing on his A500 using *DPaint3.*

QUEENIE













Oh dear what do we have here. Tom Clementon from South Yorkshire has treated HRH to a rather bizarre face lift. I wonder if "we" would be amused.

1. First, the image of the queen based on the spitting puppet was created using *DPaint III.*

2. The background was then changed to blue, and the black lines are replaced by white ones. A bit of colour is added, some lip shading and some sketch lines on the face.

3. Some more white and bits of grey added to the hair, some darker skin tone on the nose and the cheeks are given a rosy hue.

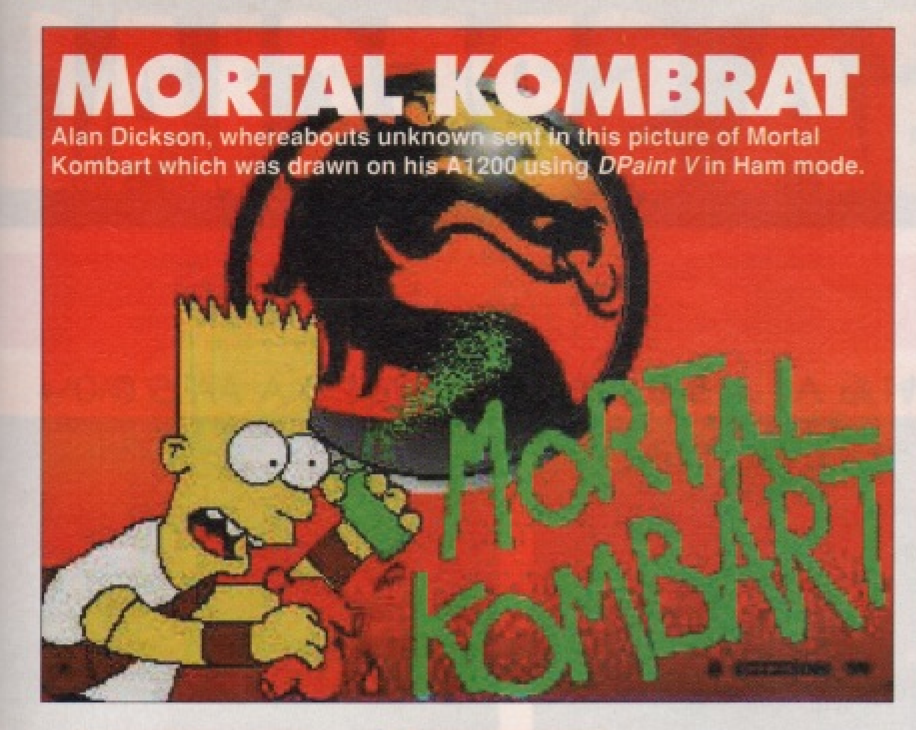
4. Next, switch over to the 64 palette and change the background to white. Red blotches on cheeks are gotten rid off and a bit of smoothing and smudging is added to the hair.

5. Then the complexion is changed to a paler skin colour, the crown is sparkled up adding a gem or two and the hair is smoothed out a bit.

6. Next the lines, eyes and nose are smoothed out, the velvet is touched up on the crown and the cross is also improved.

OVERFIEND

Miss Jo Robins from West Sussex sent in this piece of artwork, based on the cover of a Manga video – *Urotsudkidoji – Legend of the Overfiend,* which she created in *DPaint IV AGA* in high resolution.

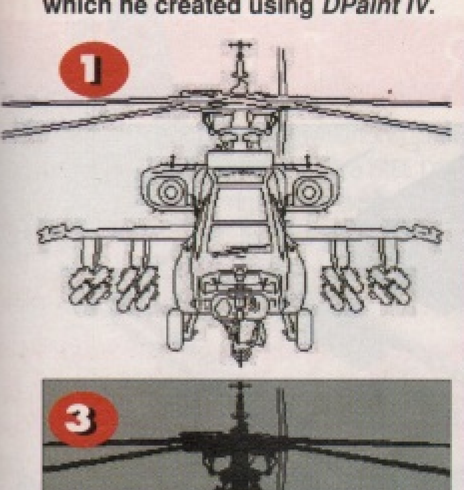


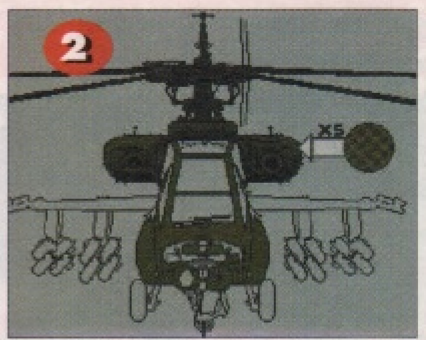
MORTAL KOMBAT

Alan Dickson, whereabouts unknown sent in this picture of Mortal Kombart which was drawn on his A1200 using *DPaint V* in Ham mode.

APACHE

Andy Cross from Hull sent in his *Gunship-2000*-inspired 64A Apache which he created using *DPaint IV*.





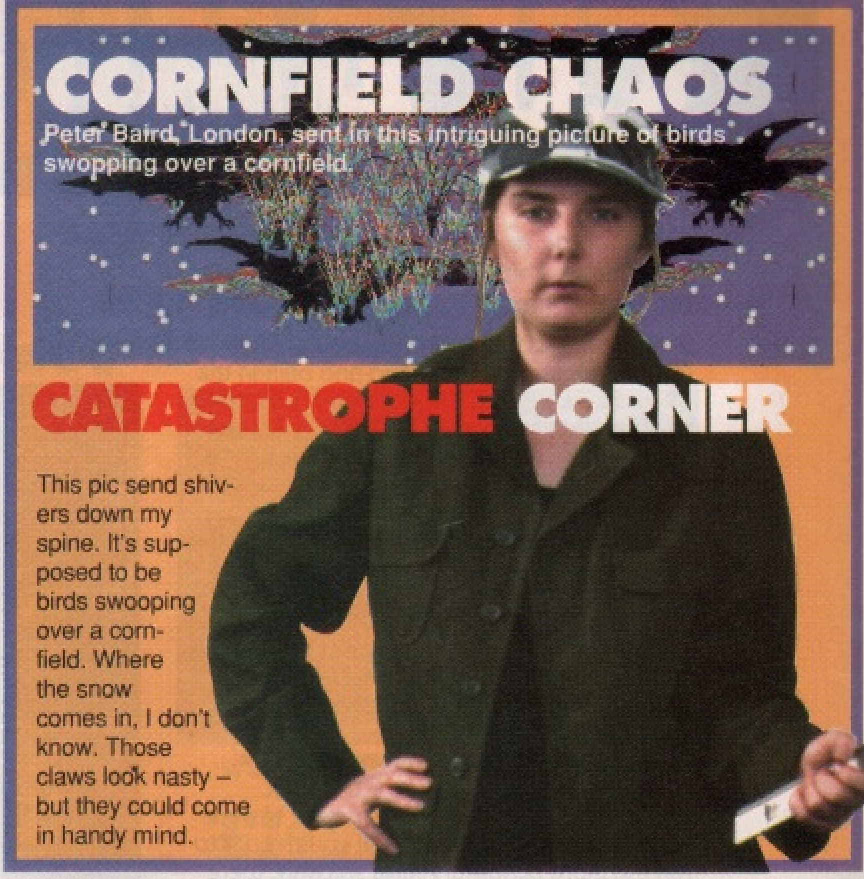








1. Outline of a helicopter was drawn using the straight line function.
2. Next, a chequered dithering method was done by hand for a fine gradient shading effect.
3. More shading. The light source is behind the helicopter, so only one side needs to be done. This side is picked up as a brush, flipped along the x-axis and pasted down.
4. The shading in the windows is added, along with reflections from the rotor blades and the pilot's head etc. The helicopter is now complete.
5. The sunset background is drawn, keeping it as simple as possible to highlight the helicopter.
6. The helicopter is then pasted over the background. Another Apache is then added to create more depth and atmosphere. Finally, chequered dithering in green is added around the motor blades to give them a sense of movement.

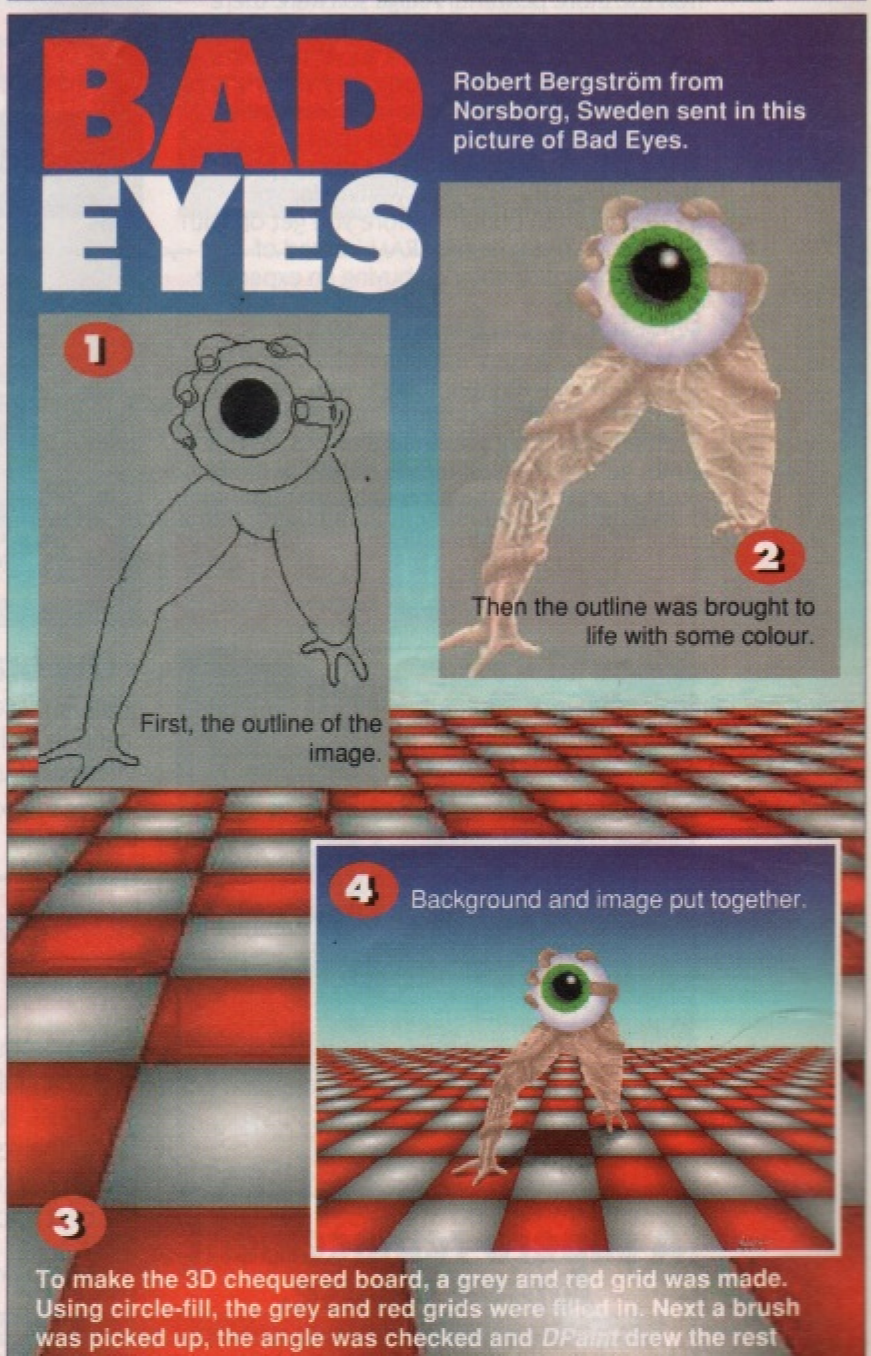


CORNFIELD CHAOS

Peter Baird, London, sent in this intriguing picture of birds swopping over a cornfield.

CATASTROPHE CORNER

This pic send shivers down my spine. It's supposed to be birds swooping over a cornfield. Where the snow comes in, I don't know. Those claws look nasty – but they could come in handy mind.



BAD EYES

Robert Bergström from Norsborg, Sweden sent in this picture of Bad Eyes.

1. First, the outline of the image.

2. Then the outline was brought to life with some colour.

3. To make the 3D chequered board, a grey and red grid was made. Using circle-fill, the grey and red grids were filled in. Next a brush was picked up, the angle was checked and *DPaint* drew the rest on the screen.

4. Background and image put together.

CU AMIGA SPECIAL

Welcome to our new look readers' offers. This month sees the launch of our new upgrades for the Amiga A1200.

Unlike some A1200 upgrades, ours are fully PCMCIA compatible. Designed and built in the UK exclusively for CU Amiga - never has it been so affordable to upgrade an A1200 with more memory on a board also capable of adding a 68882 floating point maths co-processor at speeds of up to 50MHz.

How can we be so cheap? Well, thanks to the huge success of our campaign to upgrade all Amigas to a minimum of 1Mb, we have exceptional buying power. Also, because so many of our readers buy upgrades we can use the very latest manufacturing technology to produce our upgrades - and hence give you exceptional value.

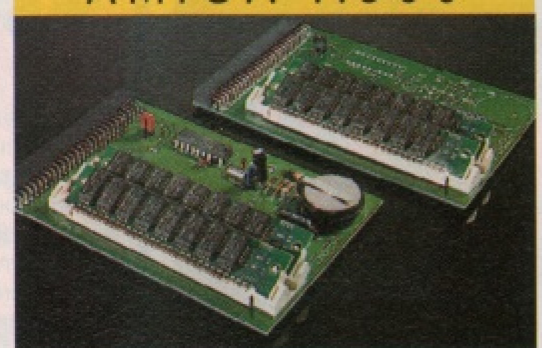
So why upgrade your memory? Probably because a memory upgrade is the most versatile enhancement you can make to your Amiga. Apart from the fact that you need it to run the more powerful Amiga software there are many extra benefits too. You can use some of it as a RAM disk, just like a super-fast extra floppy drive. This means you can avoid the cost of a second floppy drive or hard disk. Some software that claims to need a hard disk will run on your Amiga from a RAM disk. A print spooler can save you time waiting for your printer to finish printing before you get on with your work, use your new RAM instead of upgrading your printer or buying an expensive buffer.

For reasons best known to themselves, Commodore 'forgot' a realtime clock for the A1200. Well, we've put it back with our new UK made A1200 clock for just £12.99.

Getting more from your Amiga means at least 1Mb, getting the best means adding as much RAM as you can is the essential Amiga upgrade!

MEMORY

AMIGA A500



UPGRADE TO 1MB — WITHOUT CLOCK **£14.50**

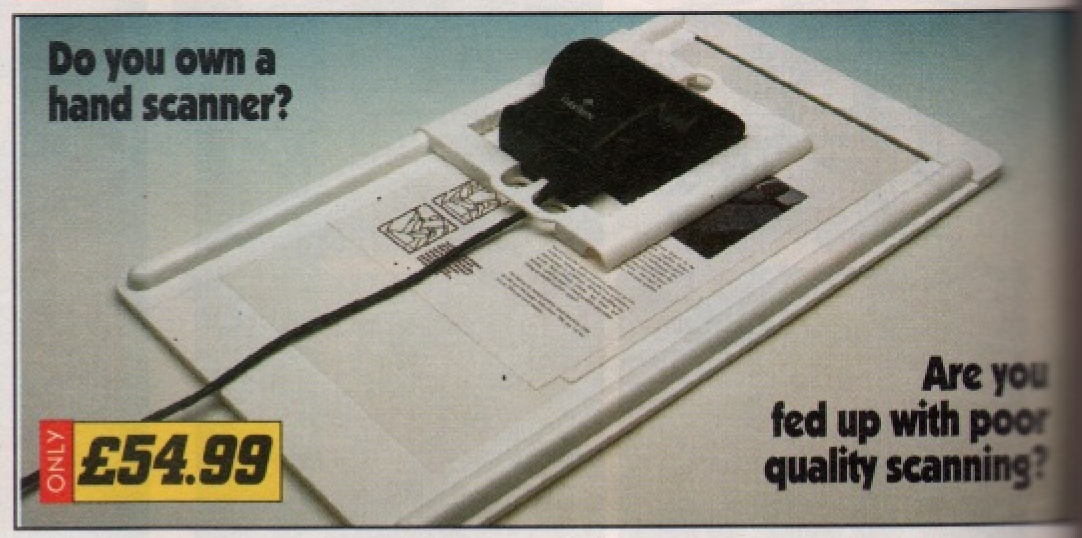
UPGRADE WITH CLOCK — WITH CLOCK **£17.99**

AMIGA A500+

UPGRADE TO 1.5 MB — WITHOUT CLOCK **£15.99**

UPGRADE TO 2 MB — WITHOUT CLOCK **£22.99**

SCANNER TRAY



Our brand new Scanner Tray will improve your results no end.

Simply place over the image and clip the scanner into it and it will act as a guide eliminating trick hand wobbling. This amazing invention is not available anywhere else. Plus, it will help eradicate that wasted time correcting mistakes in scanned text with our **OCR software**. It's a pain scanning pages of text only to find that they're littered with spelling mistakes. This software package will cut down on those errors before this even happens.

MOUSE



A superb replacement Amiga mouse.

The CU Amiga mouse is a major enhancement because it uses micro switches for the buttons. Our mouse also has a much higher resolution - 280 dots per inch which means you need much less desk space and you get a much finer control.

12 GOOD REASONS TO BUY FROM CU AMIGA

All the products offered by CU AMIGA have been carefully selected as being the best in their class. But top quality does not mean top price. Thanks to our huge buying power, we can deliver to our readers the best products at the best prices.

- All memory boards are populated with memory.
- All memory boards are individually tested.
- Support from a top engineer is just a phone call away.
- Prices include VAT, Postage and Packing, the price you see is the price you pay.
- No minimum order and no credit card surcharges.
- Memory upgrades carry an exceptional five-year warranty.
- 28 day no-quibble money back guarantee.
- We are here until 8pm every day during the week.
- 24 hour order hotline.
- Because we only sell a few items, your order will normally be supplied straight from our stocks.
- Your credit or debit card will not be processed if the item you order is not in stock.
- Experienced sales staff are on hand for when you order or if you need advice before placing an order.

OFFERS

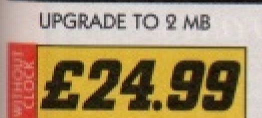


UPGRADES

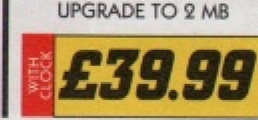
AMIGA A600



UPGRADE TO 2 MB



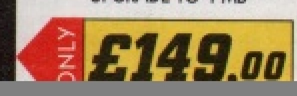
UPGRADE TO 2 MB



AMIGA A1200



UPGRADE TO 4 MB



A1200 CLOCK





CLOCK MODULE

ONLY £12.99

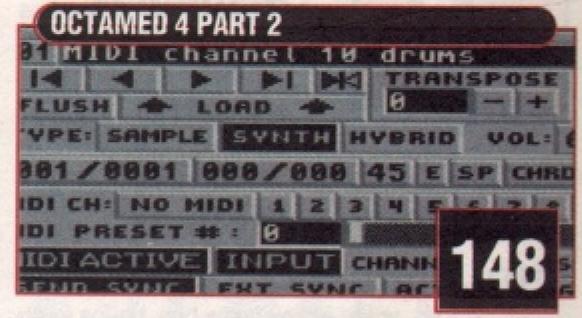
AMIGA Workshop

ISSUE 19 JULY

"Okay class, today we're going to make a perspex pencil holder. Wiggins! Stop that right now! If you can't use a screwdriver for its proper purpose, you'll have to leave this class straightaway... Jones, introduce this month's Workshop section to the nice readers."

"Yes Sir. Well, it says here that this is where you can find out all about your Amiga, with various experts on hand to guide you through the digital jungle – whatever that's supposed to mean. Oh, hang on, there's a list here... it says, *OctaMED 4* tutorial part two, Comms (I think that's modems and stuff), *VideoTracker* tutorial, Q+A Special, *Deluxe Paint* and *Brilliance* animation, *Blitz Basic*, Q+A, Sound Lab, Backchat, Next Month and Points of View. Can I go now Sir?"

OCTAMED 4 PART 2



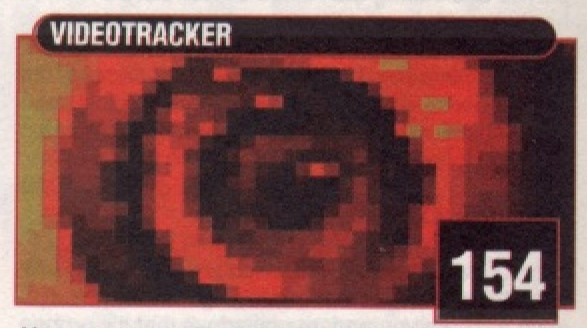
Hip. hip, hoorah get out the party poppers, streamers and funny hats it's MIDI time! The man they call "Darren Irvine", gives you all you need to know to get *OctaMED* pumping out multi-track MIDI choons. Freedom from 4-channel samples at last!

WIRED WORLD



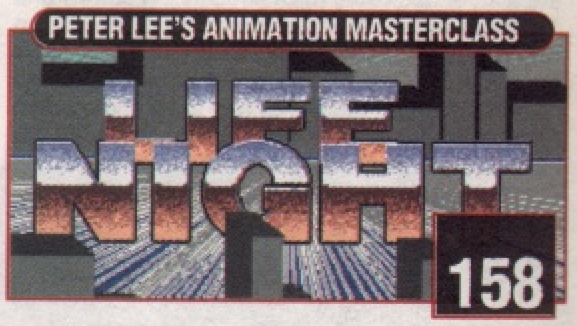
Who's that coming down the digital highway? Blimey, it's John "I don't have a middle name" Kennedy in his shiny global juggernaut. Yes, he's been surfing those digital waves, popping in to the odd bulletin board service station, and then zooming off again down the phoneline sliproad. He's been using his modem a bit too.

VIDEOTRACKER



You were stunned last month by our 100% fully functional *VideoTracker* coverdisk. If you weren't you should have been. This month, we dish out some very hot tips on how to get the most from this wonderfully powerful program, without using heaps of valuable memory. You won't believe your eyes!

Q+A MASTERCLASS



John Kennedy is so caring and considerate, he wants you to save time onyour Amiga so you can do nice thoughtful things like making a cup of tea for your mum. So he's whipped up a few time-saving devices and had a look at requesters in this month's Q&A masterclass.

PETER LEE'S ANIMATION MASTERCLASS

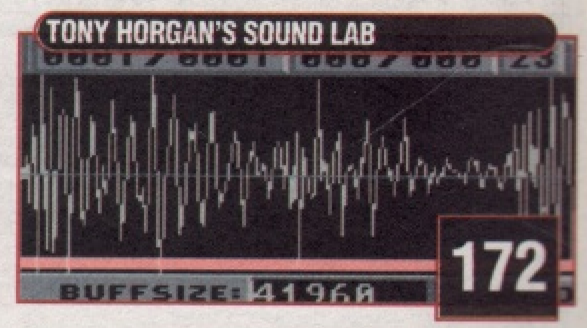
Sinking a bucket into his bottomless well of fresh and great ideas, Peter Lee lets rip with a brilliant new series. Part one spews forth a Jackson Pollock of tips and tricks to improve your *DPaint* and *Brilliance* animations totally beyond recognition.

BLITZ BASIC



There's no need to stress yourself out trying to learn complicated languages like Assembler and C if you want to program your own game – *Blitz Basic* is more than up to the job. Daniel O' Connor is on hand to turn your dream games into reality.

TONY HORGAN'S SOUND LAB



Tony Horgan, voted the sexiest man in Emap images is not just a pretty face you know. This month, the guru of the Amiga music world is getting down and funky and tinkering about with *OctaMED 4*. Turn to page 172 to see hat he has in store for us this month.

Regulars

166 QUESTIONS AND ANSWERS
Is your techie problem answered in this month's round of Who's Disk Drive is It Anyway? Your hosts as usual, are Andy Leaning (the one in the stripy shirt), and John Kennedy (the one not in a stripy shirt).

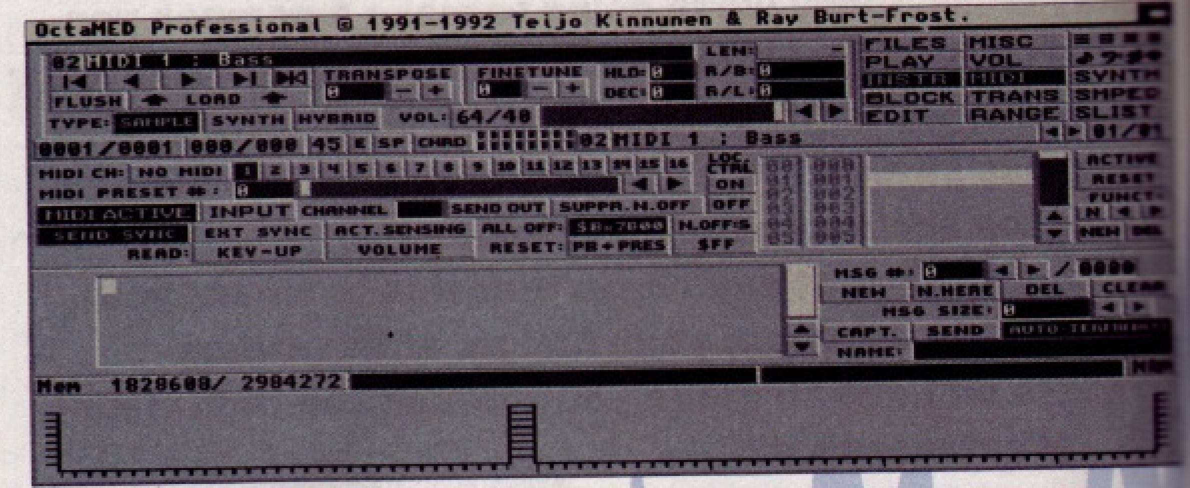
174 BACKCHAT
You wouldn't BELIEVE the variety of letters we get here at CU AMIGA. As always, Tony Dillon is on hand to offer his own utterly unique brand of advice to readers from all over the world. In Klingon too.

178 POINTS OF VIEW
"Games ain't like wot they used to be, guv" says Tony Dillon in an attack on the alleged shallow gameplay beneath the gloss of today's releases. Well, you have to admit – he is getting on a bit...

OCTAMED 4 TUTORIAL

PART 2

Having fun with *OctaMED 4*? You'll have even more if you hook it up to some synths and drum machines. This month, Darren Irvine explains *OctaMED's* excellent MIDI features.



Above: The set up for the MIDI channel 1 bass instrument with the MIDI input turned off.

Naturally enough, the vast majority of *OctaMED* users use the program for its main purpose: creating tracks with samples played back using the Amiga's internal sound hardware. However, the program has another string to it's bow in the form of comprehensive MIDI functionality. The MIDI options of *OctaMED 4* allow external sound sources such as synths and drum machines to be controlled from your Amiga.

MINI, MIDI, MAXI

Unlike in the world of hifi systems, in the context of computers and music, MIDI actually stands for something: Musical Instrument Digital Interface. It's such a common standard nowadays that it's probably un-hip to even know what it stands for, so you'd best pretend you haven't even read this paragraph.

MIDI allows you to connect up all your synths, drum machines and computers so that they can all talk to each other, and play along in sync. There are a lot of dedicated MIDI sequencing software packages available on a variety of platforms, but why shell out for one when you already have MIDI capability via *OctaMED 4*? Using the appropriate controls, you can replace or add to your internal Amiga samples with sounds from outboard MIDI gear of any sort. Connect the MIDI OUT of your Amiga MIDI interface to the IN of your external gear, and vice versa.

MIDI MADNESS METHODS

At first, the MIDI control screen can look a bit daunting, but it can be divided into a number of main areas. The first row of buttons (to the right of the "MIDI CH:" prompt) selects which MIDI channel is currently being used. "NO MIDI" turns MIDI off for the current instrument. Clicking on, say the 10 button, makes the current instrument active on MIDI channel 10, and so on.

Start by creating a new MIDI instrument. Click

MIDI CH: NO MIDI 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

on the MIDI button, and then on the instrument button, and enter a useful name such as "MIDI 10 - Percussion", ignoring the Object not Found error. Click on the button representing the MIDI channel you want to use (let's use channel 10 which is often used for drum tracks), and then click on the large MIDI ACTIVE button. Now, turn on your MIDI synth or drum machine, and make sure it's set to receive MIDI data on channel 10. If all is well, pressing keys on your Amiga keyboard should play sounds from your MIDI sound source – it's as easy as that. If nothing happens, change the octave setting with the F1 and F2 keys. If you still get nothing, double check that you have the MIDI cable running from the MIDI OUT on the computer to the MIDI IN on your instrument.

The next thing that you'll want to look at is using your MIDI keyboard to enter notes into *OctaMED* tracks. To do this, click on the INPUT button, beside MIDI ACTIVE, and enter a number into the channel box beside this. This is the channel on which *OctaMED* will receive MIDI data, and should match the channel your external kit is set to transmit on. Please note that this channel is universal, whilst the output channel is unique to each instrument, so that you can choose any channel for all your input.

Next to the input channel is a button marked SEND OUT. This toggles whether or not *OctaMED* sends MIDI data that it receives back out again. You would use this if you have a separate MIDI master keyboard and sound module, with the Amiga in between the two, so that notes played on the keyboard would be sent right through to the module, rather than just being picked up by *OctaMED*. If you're using a synthesizer, it's a good idea to turn this off, so that the notes you play are not played twice (once by the actual key you press, and once by *OctaMED* sending the note back again).

Once you've got this MIDI instrument working properly, move to the next blank instrument slot

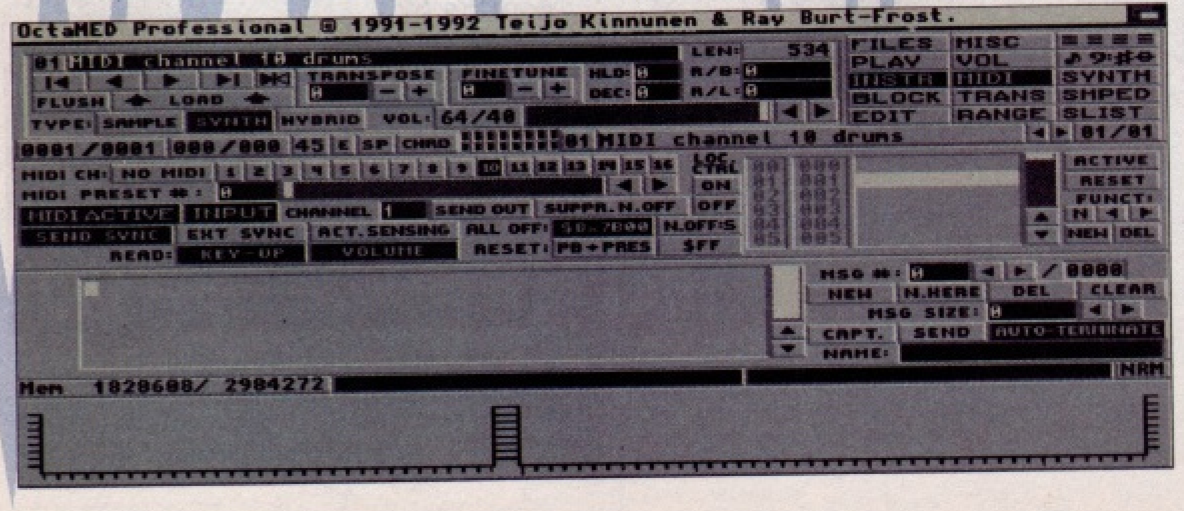
MIDI ACTIVE INPUT CHANNEL 1 SEND OUT

with the SHIFT and ARROW keys, and again enter a suitable name – this time try "MIDI 1 : BASS". Click on the 1 button, and hey presto, you should have an instrument set up to play sounds on MIDI channel 1 on your synth – just set up a wicked bass sound on this channel and you're sorted. Man.

MORE BUTTONS

Next along from the SEND OUT button is the SUPPR.N.OFF button, which decides whether or not *OctaMED* sends a MIDI note off message on the current channel. I've yet to find a proper use for this, so my advice is to leave this option off.

The next row of buttons start off with SEND SYNC, and EXT SYNC. These are used when you wish to play *OctaMED* along with another sequencer of some kind, be it a MIDI data filer, a drum machine, or even another copy of OctaMED. SEND SYNC allows you to configure OctaMED as the "Master" sequencer, telling the other connected MIDI sequencers to start and stop, as well as dictating the tempo. EXT SYNC is the opposite



The MIDI control page, star studded with special features, showing the MIDI channel 10 instrument, set up to receive MIDI data on channel 1.

of this, configuring *OctaMED* as a "Slave", requiring an external sequencer to start and stop play and control the tempo.

The next button along, ACT.SENSING, determines whether or not *OctaMED* periodically sends MIDI active sensing messages ($FE if you wanted to know), which echo around your MIDI gear checking for a break in the cable!

***OctaMED*'s main block editing screen, resplendent with my overly exuberant bassline. Note the Cxx and FFF commands, created by *OctaMED* with the read "KEY-UP" and "VOLUME" buttons selected. Yes, I know you can only see lines 0 - 14, but trust me, there's nothing on line 15.**

On the next line, the KEY-UP button determines whether or not *OctaMED* inserts FFF commands into the track when it detects MIDI "Key Up" data. This is essential for some synths in order for the note to stop sounding when it should, and not playing indefinitely (the command FFF will stop any instrument playing in that track). Beside this is the VOLUME button which allows OctaMED to interpret data from a touch-sensitive keybaord, and record the data as Cxx commands.

To the right of these are a number of obscurely

READ: KEY-UP VOLUME

marked buttons. The two beside the "All Off" prompt determine which MIDI message *OctaMED* sends to tell your synth to stop playing notes. You'll have to experiment here to find which one works best with your setup. Below these are another two buttons beside the "Reset" prompt, these determine which data *OctaMED* sends to do a complete MIDI reset. Again these fall into the category of "personal preference" – just try each one to see what happens.

Well, that's about it button-wise, so let's have a

ALL OFF: $Bx7B00 N.OFF:S
RESET: PB+PRES $FF

quick look at how to actually do something useful with MIDI.

BASS – THE FINAL FRONTIER

The first part of the song we'll look at is the bassline, arguably the heart of modern dance music. Since this is the first bit, we'll record it in step time, giving you a chance to cock it up accurately instead of in real time. If you've got something connected to the MIDI in of your Amiga MIDI interface, and providing you've configured everything okay, you'll be able to input the bassline using your MIDI keyboard. Otherwise it's a case of using the Amiga keyboard as per usual (sometimes this is the easiest for step time entry, as inputting a rest still requires the use of the Amiga spacebar).

Select the dummy MIDI bass instrument that you created a minute ago, click on the E button to put *OctaMED* into editing mode, and away we go. You can make up your own bassline if you like, or if you're not very confident, you can copy the one in the screenshot below. The shot only shows you part of the track, but in true dance music fashion, you can just repeat the first sixteen steps 4 times to complete a 64 step bar. When you've finished the track, click on the E button again to exit edit mode, and try playing the block back. If all is well, you'll have a killer bassline emanating from your MIDI sound source (or, if you used mine, a rather dubious one). Alternatively, if you want you can use the bassline from one of your existing *OctaMED* songs, simply by changing the instrument on which the bass is played to trigger your MIDI sound source instead of the sample.

HE'S GOT RHYTHM

The next thing we'll record is a drum track to go along with the already devastating bassline. One of the major differences between using Amiga samples to provide drum sounds, and using a MIDI sound source, is that of keyboard mapping. Usually, you will have loaded in a different sample instrument for each drum sound that you wish to use, i.e. a kick drum, a snare, some hi-hats, and an entire Puerto Rican jazz-funk kit. When you play a normal instrument on different notes, you hear the same sound at different pitches. When you use a MIDI drum machine (or a percussion patch on a synthesizer), you'll find that each note triggers a different percussion instrument, with usually a kick drum on the lowest "C" of the keyboard, and a snare on the "D" beside it. When you're laying down the percussion pattern it's a matter of playing different notes on the keyboard instead of playing the same note using different internal sample instruments. This is actually a lot more intuitive than the sample alternative, as it's possible to program entire percussion patterns "on the fly" as you play a block.

By the same token, it's not always easy to convert one of your existing *OctaMED* percussion tracks to play via MIDI. Probably the simplest way is to assign each of the sample instruments you're using to all use the same MIDI channel, and then transpose each individual instrument across the entire song until it triggers the appropriate MIDI percussion instrument.

Use the RIGHT ARROW key to move to the next available track, and use SHIFT+RIGHT ARROW to change instruments (or click on the appropriate gadgets) until you have selected the MIDI percussion instrument you created earlier. Again, depending on your setup, you can either play the drum sounds direct from your MIDI keyboard, or using the Amiga's keyboard.

Get a feel for the note that corresponds to each drum sound, and when you're ready, click on the E button to enter edit mode. As usual, you can record in real or step time. Click on the play button to start, or click on the D button to start recording when you play your first note. Enter a simple kick and snare pattern to go along with your bassline, or be sad and enter the one shown in the screenshot, in step-time. Once you're happy with this bit, move over to the next track and lay down some more percussion, such as hi-hats or ride cymbals. Remember, there's no reason to stick to 4 or even 8 tracks, go ahead and use all sixteen (Click on the "16" button in the Block menu to allow this).

GETTING AWAY WITH IT

If you've got better eyesight than a particularly short-sighted bat, you'll have noticed that we haven't yet covered the two more complicated-looking bits of *OctaMED*'s MIDI screen - the MIDI message editor and input map editor. These are for sending MIDI data directly to your outboard equipment and remapping the keyboard respectively, and, as well as being hideously complicated, really require an in-depth knowledge of the internal MIDI workings of your particular make of synth or sound module. This makes it a trifle difficult to tell you how to use them, since we'd have to devote about have the mag to the different synth manufacturers individual programming codes, but in future we may take a look at the basic theory behind it all.

The main *OctaMED* block edit screen again, this time with my excuse for a kickin' percussion groove on tracks 2-4, along with the bass line. Track 2 contains the kick and snare, track 3 the hihats, and track 4 some additional TR808 style bass and snares.

NEXT MONTH

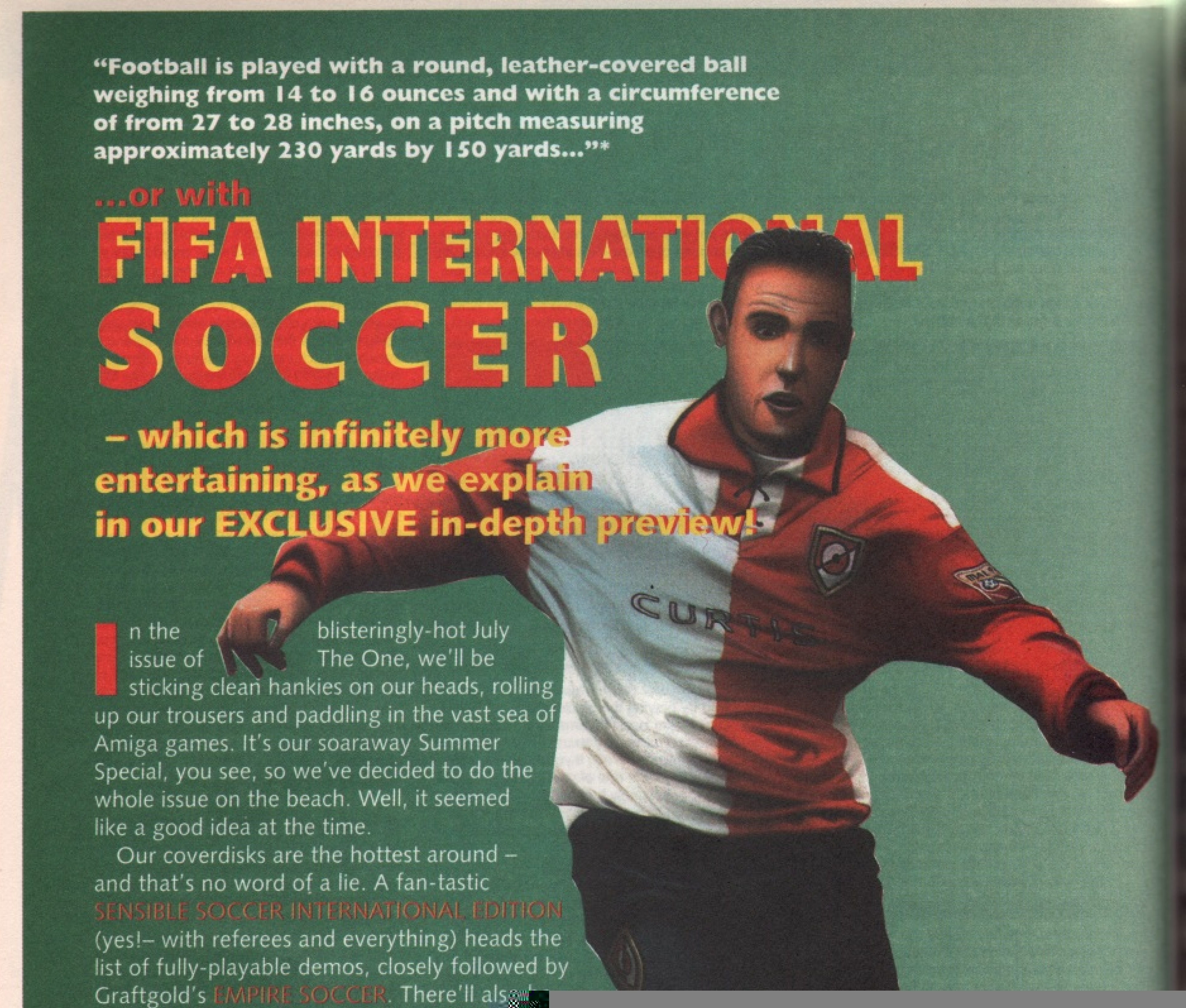
In Part 3, we take you through all those other little buttons we haven't yet covered.

"Football is played with a round, leather-covered ball weighing from 14 to 16 ounces and with a circumference of from 27 to 28 inches, on a pitch measuring approximately 230 yards by 150 yards..."*

...or with

FIFA INTERNATIONAL SOCCER

– which is infinitely more entertaining, as we explain in our EXCLUSIVE in-depth preview!



In the blisteringly-hot July issue of The One, we'll be sticking clean hankies on our heads, rolling up our trousers and paddling in the vast sea of Amiga games. It's our soaraway Summer Special, you see, so we've decided to do the whole issue on the beach. Well, it seemed like a good idea at the time.

Our coverdisks are the hottest around – and that's no word of a lie. A fan-tastic SENSIBLE SOCCER INTERNATIONAL EDITION (yes!– with referees and everything) heads the list of fully-playable demos, closely followed by Graftgold's EMPIRE SOCCER. There'll also

COMMS

Carrier connect. John Kennedy trudges the digital highway in search of news snippets.

Welcome to the world of global electronic communications. As usual I've been racking up an astonishingly high telephone bill scouting through cyberspace.

This month, as well as the usual FidoNet updates, we'll take a brief look at trendy Internet and a brand new Comms package.

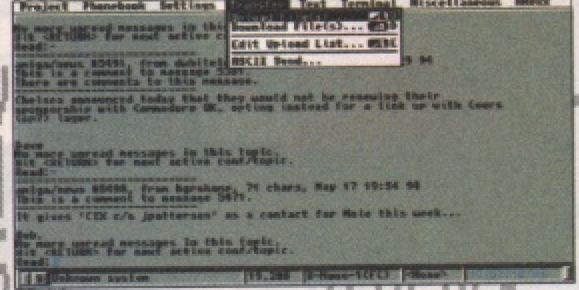
FIDOUPDATE

Things are still happening in the AMIGA_MAGS echo on FidoNet. Make sure you can get it, and feel free to say hello. Current topics of conversation include: should Comms software be included on magazine coverdisks? What's happening with Commodore? What exactly makes a Top Writer? Why isn't there more Comms coverage in magazines? Aren't John Kennedy's ears very large? And OLRs versus Point Managers.

Here are some Echos you should be looking through. Ask your board's sysop for access.

FANTASTIC BRITISH TELEVISION

The ONLY Fido echo to cover British (and only British) Television (and only television, strictly NO films). If you like programmes such as *The Avengers, Absolutely Fabulous, Ace Of Wands,*

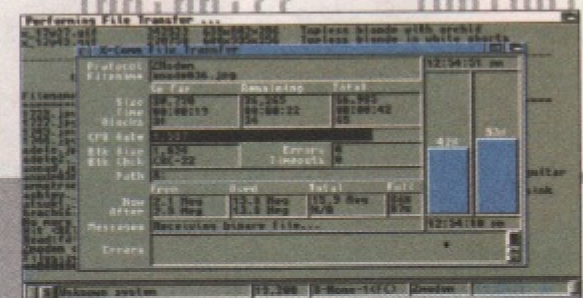


X-Term is a new terminal program, and it looks good. Make sure you have a Workbench2 system or better and get a copy.

After Henry, Agony, Are You Being Served, Birds of a Feather, Blackadder, Bless This House (and that's only the As and Bs) then take a look. Available from The Major League (2:253/75), contact Mark Bowater (SysOp). Originating at Robin's Nest (2:253/75.6) contact Robin Hall (Moderator).

PUNCH

Some of the worst jokes I've ever seen are here, as well as some of the funniest. Doesn't seem to be moderated, so if you are easily offended, don't bother with it.



The file uploading and downloading display is very nice, and use of the now standard file transfer libraries means you can expect a good turn of speed.

THE LIBERTARIAN ECHO

For news, events and discussion of interest to libertarians, objectivists,individualists, classical liberals, free-market conservatives and social voluntaryists. "We must make the building of a free society once more an intellectual adventure, a deed of courage." [Friedrich A. Hayek, 1967] Currently available from Arkham, 2:254/151, tag-name LIBERTY. Netmail: Nigel Hardy, 2:254/151 to pick it up.

E-ECHO

The E_ECHO is the place to see all the very latest news etc. on AmigaE, as with access to the Internet mailing list, it is able to provide the news as it emerges directly from the author, Wouter Van Oortmerssen. To arrange a feed, contact your mail feed. The E_ECHO is available from the UK fidonet backbone.

PROGRESSIVE POLITICS.

For the discussion of all progressive politics and issues such as socialism, trade-unionism, feminism, anti-racism – all the 'isms. Currently available from Arkham, 2:254/151, tag-name UNITE. Netmail: Nigel Hardy, 2:254/151 to pick it up.

NEW COMMS SOFTWARE

Yet another new piece of Amiga Comms software? Yes, all the way from Down Under comes *X-Link* a rather excellent terminal program. All you need is this software and a modem and you can dial up a Bulletin Board, download files and chat to on-line friends. The *ARexx* port means linking it with other programs and creating useful scripts is also possible.

After playing with *X-Term* for a bit, I might be trading my copy of *Term* for this instead. Keep a look out for it: I got mine from CIX in Amiga/4listings but any good PD library should be able to help you out.

If you want your favourite board mentioned, or want a list of local places to call, or just want to make some comments: write or Email to Wired World. Many thanks for all those that have been in touch: we've had replies from as far apart as Denmark and New Zealand!

Internet address: cuamiga@cix.compulink.co.uk
Internet address: johnk@infosys.demon.co.uk
Fido address: FidoNet 2:443/13.4
Fido echo: AMIGA_MAGS
Post: Wired World, Cu Amiga, Priory Court, 30/32 Farringdon Lane, London, EC1R 3AU.

PLUG CORNER

Here are some boards you might want to call:

Name	Modem number	Sysop	Comments
TOTAL ECLIPSE	0983 522428	Steve Clack	Now 14,400 Baud
NIGHTBREED BBS	Belgium 32-16-640912	n/a	Home of *Spot*
HEART OF LOTHIAN	0620-826004	Andrew Dowd.	Give it a call!

Last month's reference to The Abyss BBS gave the wrong number. Apologies to sysop Paul Youd, the correct number is actually 0753-529377.

Please note: CU AMIGA cannot be held responsible for any information, programs or data contained on the boards mentioned on this page. This information is not meant as a recommendation for any of the boards or their contents.

INTERNET

There has been a lot of news about the Internet in the computing press recently (and on TV with the BBC's *The Net* programme), so you might be wondering what it is, what all the fuss is about and how to get on it.

Briefly, the Internet is the ultimate 'network of networks' that spans the world in a huge ultra-fast web of information. It links companies, universities and increasingly in recent times, individuals. The growth in the number of individual users is due to the growing number of 'access providers', ie businesses which exists solely to sell you access to the internet, via a Point on Presence (PoP).

Using the Net has always been free, but actually getting connected to it can be tricky. If you are lucky enough to be at University, you will probably have free access to the Net via your campus' dedicated lines – very nice, and a good incentive to do well at exams and stay there.

The rest of us have to pay, although it's actually quite cheap. It's not as cheap as FidoNet (which is free, remember), but only costs about £10 + VAT a month. On top of this charge, you do need to pay for your phone call to the nearest PoP, and of course you will also need to own a Modem.

Once connected to The Net, what's there? Well, just about everything as it turns out – certainly more than could possibly be mentioned here. Perhaps, if demand merits it, we'll take a closer look at connecting an Amiga to the Internet in coming months.

In the meantime, UK home users may be interested to hear of two PoP companies, both offering access for £10 a month. The first is Demon, which has PoPs in London, Warrington and Edinburgh. Give them a (voice) call on 081 349 0063 or 031 552 0344 for more details.

The second company is Genesis, a new company offering identically priced dial-up Internet access for Ireland, both North and South of the border. You can give them a (voice) call on 0232 231622. If you want to know more about the Internet, drop a line (electronically or otherwise) to Wired World care of the usual range of addresses.


GET YOUR FINGER ON THE PULSE

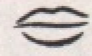

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VIDEOTRACKER

PART 2

The tricks you can do with *VideoTracker* (given away with the June issue of CU AMIGA) are endless. In a follow-up to last month's introductory instructions, here are some more advanced-looking, but very simple effects you can knock up in a matter of minutes.

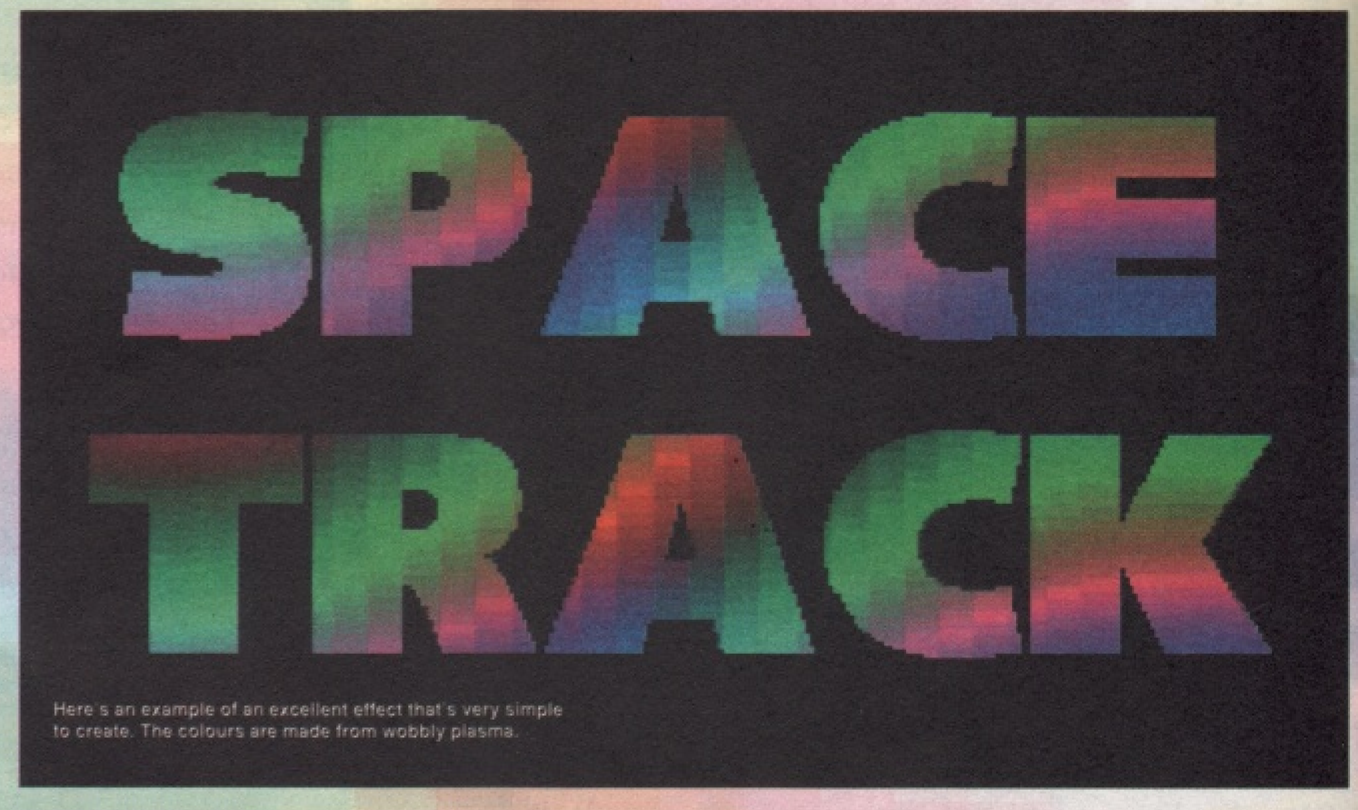
Two of the most attractive routines are the plasma and colour grid. Normally you would use these as backgrounds for other graphics, or maybe just use them all on their own. However, they're also very effective when used to fill the gaps in your pictures left by the background colour. Believe it or not, the screen on the right uses just two colours, and a plasma effect. The picture uses less than 4K of memory, and the plasma effect is just over 3K. How's that for value?

Here's how it's done. Open an overscanned, low resolution, two-colour screen in *Deluxe Paint*, or your preferred paint package. Select a nice big font and type your text onto the screen. Alternatively, just draw it freehand with the mouse. *DPaint* users can now use the BG <-> FG option from the Colour menu to swap the background and foreground colours. Most other paint packages will have a similar option that allows you to make the background colour solid, and the foreground colour transparent. Save out the picture, and go back into *VideoTracker*.

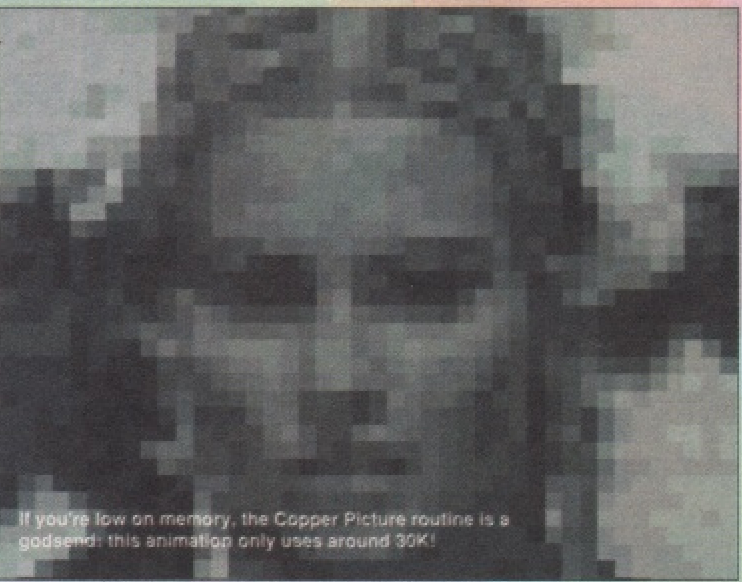
From within *VideoTracker*, load up the picture you've just created, as explained in the instructions last month. Into the next effect slot, load the Plasma routine, and set the Routine Mode to any number that takes your fancy.

Select a sample that plays at the start of your music module, and set the First Effect parameter to zero (which should be the slot occupied by the picture), and the Last Effect parameter to 1 (which should be occupied by the plasma routine). Set effect speed to 1, and play the video. You should now see something similar to the screenshot at the top of the page.

The text is transparent, so the plasma shows through, creating a kind of animated fill. Try using different Routine Mode settings to alter the speed and colours of the plasma. You can also use the Colour Grid routine in place of the plasma. An unfortunate side effect is that the plasma will show through around the edges, even with an overscanned screen. You can use the position adjusters on a monitor to counter this.



Here's an example of an excellent effect that's very simple to create. The colours are made from wobbly plasma.



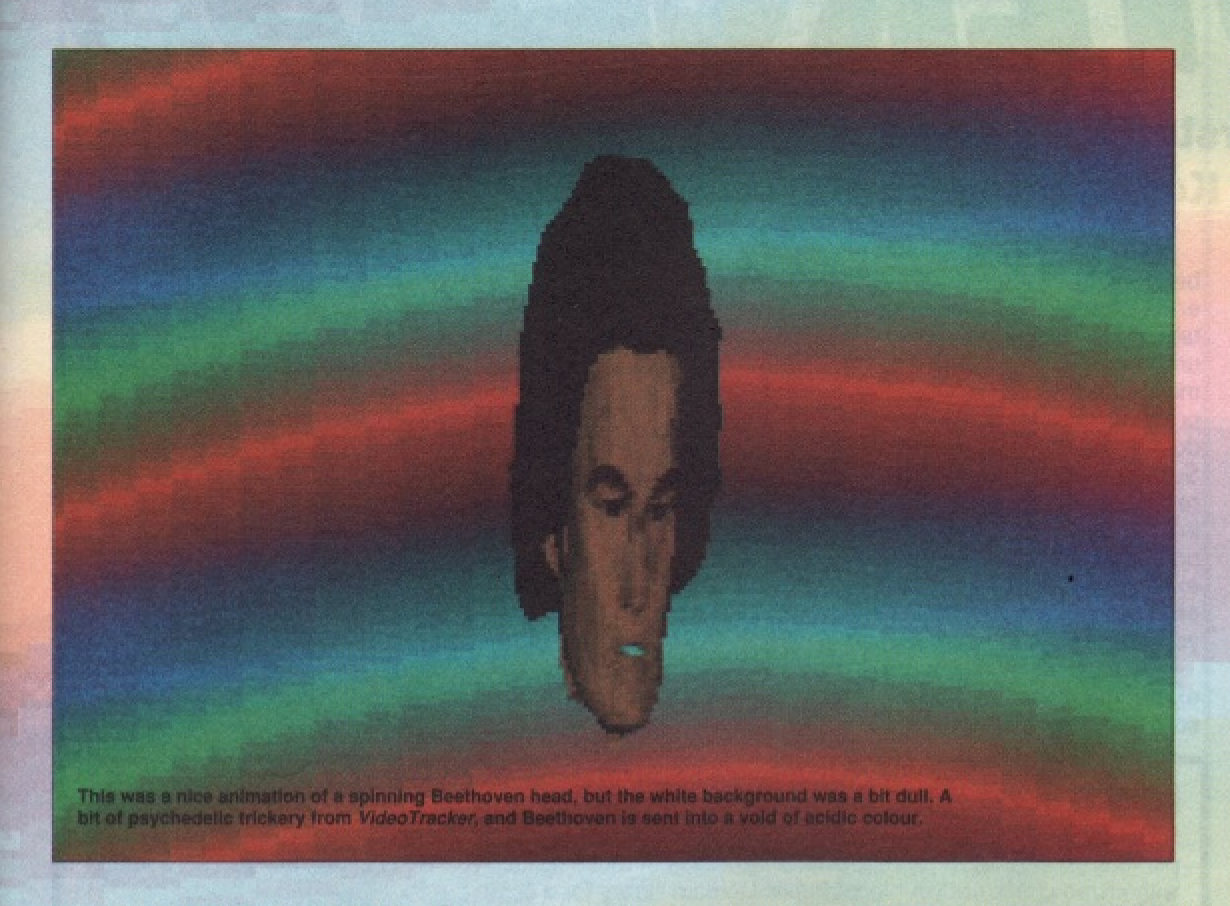
If you're low on memory, the Copper Picture routine is a godsend: this animation only uses around 30K!

COPPER PICTURES

Another brilliant trick you can do with *VideoTracker* is expand pictures and animations up to full screen overscanned size, using just a tiny little brush. Once again, apart from looking pretty special, this also has the massive advantage of using very little memory. Normal full screen animations can take up heaps of precious memory, but using the Copper Picture routine, you could have a 40 frame loop that would use less than 30K!

Copper pictures have nothing to do with the brown metal of the same name. Copper is short for co-processor, a clever part of the Amiga which make possible things like the previously mentioned plasma and colour grid effects. In this case, it's used to make a rendition of a small source image or animation brush.

Your picture or animation brush must be 48 pixels wide, and 36 pixels high, using 16 colours. The Copper picture routine needs three entries in the effects list. The first effect should be a colour set (or palette as they are referred to in *DPaint*). You can use one of the colour sets from the *VideoTracker* disk, but it's probably best to use the original palette from your picture or animation. Whilst in *DPaint*, use the Save Palette option to


This was a nice animation of a spinning Beethoven head, but the white background was a bit dull. A bit of psychedelic trickery from *VideoTracker*, and Beethoven is sent into a void of acidic colour.

save the palette, and load that file into *VideoTracker* with the Load Colour set option.

The next entry in the effects list must be either a brush or an anim brush. Remember, the brush has to be exactly 48 pixels wide and 36 high, otherwise the routine will do nothing. Use the "Co-ordinates" option in *DPaint* to help you cut out a brush or anim brush of the right size, and save it out to disk.

The third part of the equation is the Copper Picture.rot routine, which needs to be loaded into the third slot. Set up those three effects one after the other, with the First Effect set to the colour set, and the Last Effect set to the Copper Picture.rot routine. The Effect Speed should be set to 1.

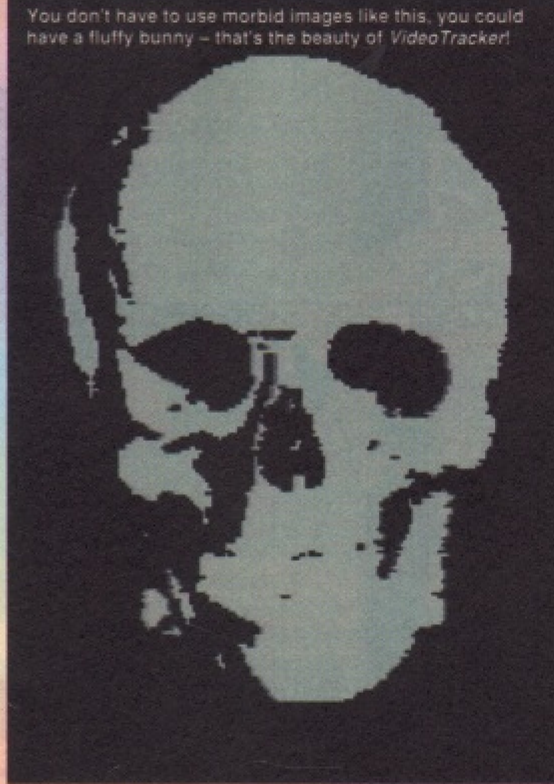
ANIMATION EFFECTS

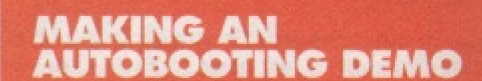
Playing back animations is easy enough, but if you feel they need spicing up a bit, you can add some of *VideoTracker*'s routines for some effects that are simply impossible to create with anything else.

Plasma backdrops work well with your more abstract animations. By first cueing an animation, and following it with a plasma routine, you can mix the two together. Beethoven, above, was originally floating in a white void, but with a bit of *VideoTracker* magic, he's transported to an acidic world of slowly mutating plasma. The animation will slow down, but in this case it all adds to the trippy effect.

The wave routine is another that can be used on cycling pictures and animations. Depending on routine mode value, this has various wobbly effects on the screen. Simply load the wave routine into the slot immediately after the animation or picture, and mess around with the routine mode setting until you get a good wave running through the screen. CU


Bizarre effects are possible with a little imagination, like this morphing tunnel played back with the Copper Picture trick.


You don't have to use morbid images like this, you could have a fluffy bunny – that's the beauty of *VideoTracker*!



MAKING AN AUTOBOOTING DEMO

When you've saved out your finished demo as a "vidule", you're ready to put it onto an autobooting disk. Follow these steps to create your own idiot-proof demo disk.

1. Load Workbench or boot from your hard drive.
2. Insert a blank disk in any drive, click its icon just once, and then select Initialise or Format from the menus.
3. If you are using a 2.04 Amiga or higher, and your demo is to be compatible with 1.3 Amigas, do not click the Fast File System button. In order for you demo to be 1.3 compatible, it should contain no AGA routines or graphics.
4. Click Format or Okay to format the disk.
5. Double click the Workbench disk icon, or the boot partition of your hard drive.
6. Double click the SHELL or CLI icon.
7. If you are running from a single floppy, with no hard drive, enter the following and press return after each line:
```
resident c: install
resident c: ed
resident c: makedir
```
8. Insert the formatted disk in the internal drive, enter the following and press return:
```
install df0:
makedir df0:s
ed df0:s/startup-sequence
```
9. The Ed text editor program should now appear. Type in the name of your vidule without using any spaces, and press Escape followed by Return.
10. Go into *VideoTracker*, and load your video. Save it out as a vidule onto the disk you have just prepared (as explained in the last issue), making sure that you save it with exactly the filename that you just entered in the startup-sequence.
11. Reset your Amiga, and the demo should pop up all on its own.



MASTERCLASS

A little time taken to understand a few fundamentals can save you a lot of bother. John Kennedy requests your attention.

In order to make the most of Amiga software, you need to know a few basic facts. You need to know how to click on an icon, select a gadget, pull down a menu and perhaps most importantly, how to use a requester.

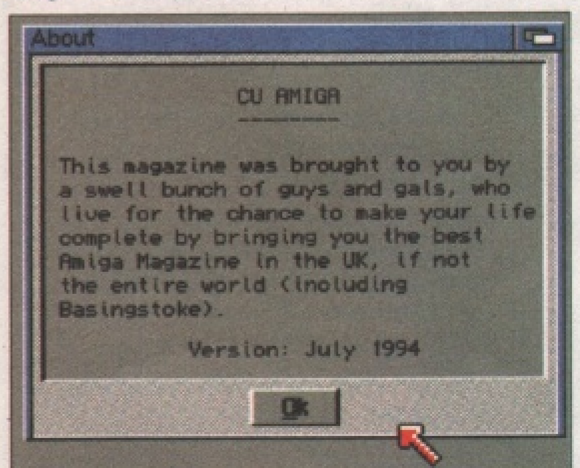
Picking up these skills can be difficult at first, especially as it's very hard for someone else to explain them to you. Once the Amiga 'way of things' is learned it becomes as automatic as breathing and how would you explain how to do breath in simple terms ?

However, once you have spent the time mastering the system life gets easier and easier. Commodore has worked hard to ensure that many productivity programs offer a consistent approach, so that learning to use one package means you can use all packages.

All of the Amiga's standard Requesters are all created by the operating system software. All the programmer responsible for the package has to do is bundle up some text and numbers, call a system routine and, magically, up pops the Requester. The programmer can then choose on the style the Requester takes. It can be something as simple as a "Click OK to Continue" requester, or something as complicated as a full File Requester.

KNOW YOUR REQUESTERS

Now, let's take a look at four very different requesters, starting with the very simplest one – a single 'OK' requester.

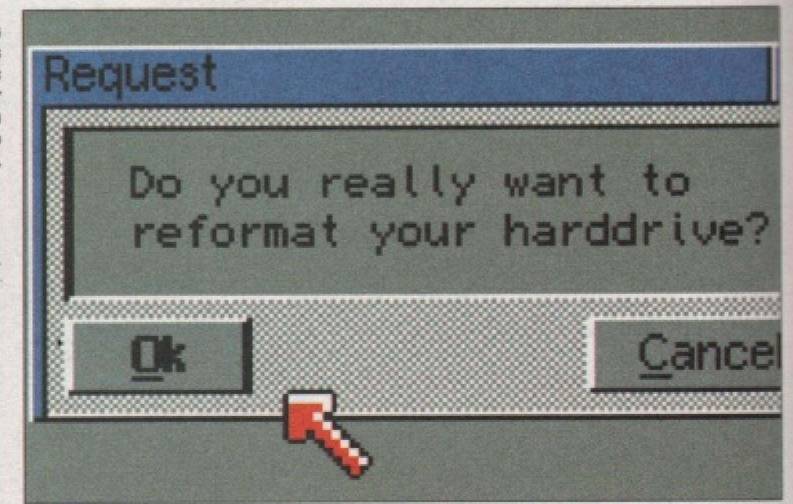


Most often used for an 'About' box in a program, this form of requester doesn't offer much choice. To make it go away, click on the OK gadget.

This sort of requester appears in programs when you select an 'About' option from a menu. It's usually filled with details such as the author, the version of the software and perhaps some extra information such as the available menus.

After you had finished reading the text, you need to perform an action to get rid of the darn thing and here the programmer may have given you some help. The normal way is simply to click the left mouse button with the pointer over the OK gadget, but there are usually some keyboard shortcuts. In this example, the programmer has been kind enough to even tell us: the underlined 'O' means that pressing 'O' will do the trick. Sometimes return will also work, as will holding down the left Amiga key and pressing V or B. The OK is this example is in bold, which indicates it is the default choice if you were to press return.

We all make mistakes (well, except me obviously) and it's sometimes possible to find that



When an action needs confirmed – such as this rather drastic example - a requester will appear which offers a way to change your mind.

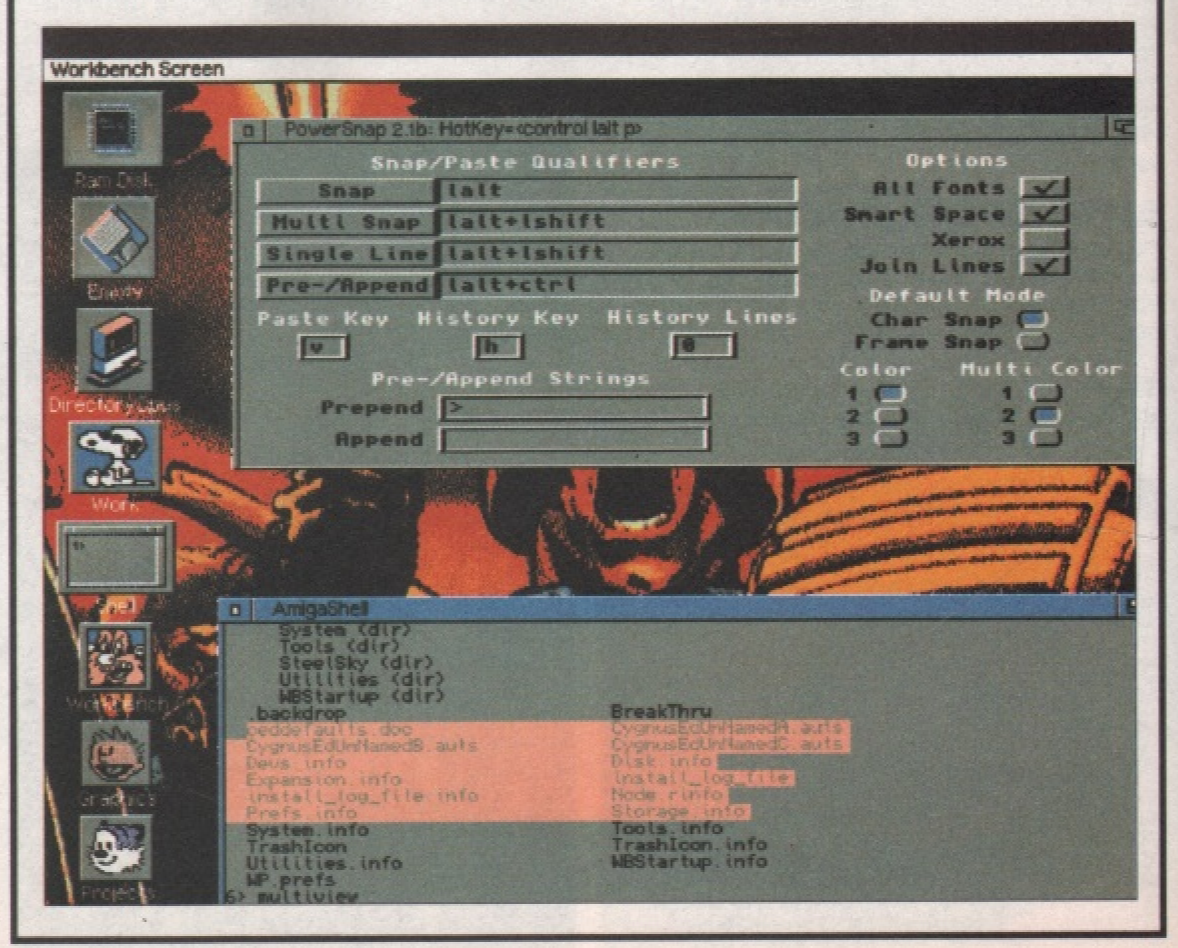
UTILITY OF THE MONTH

By strange co-incidence, the utility you need this month has been written by Nico Francois, the same person responsible for *Spot. PowerSnap* is one of those utilities you won't know how you survived without, so check out your local Public Domain library for a copy.

With *PowerSnap* installed, you can cut and paste text from practically any Amiga program to any other – which can be a real time saver. For example, you can cut an address from your database, and paste it into your Word Processor without having to read an article on *ARexx* first. It's only a matter of holding down the left-Amiga key with C to copy the text, and left-Amiga and V to paste it. It even works in text requesters: excellent.

If you are running an old Amiga, this utility will give the same features as new Shell owners have, but even they will benefit from being able to paste into text requesters. Get it now.

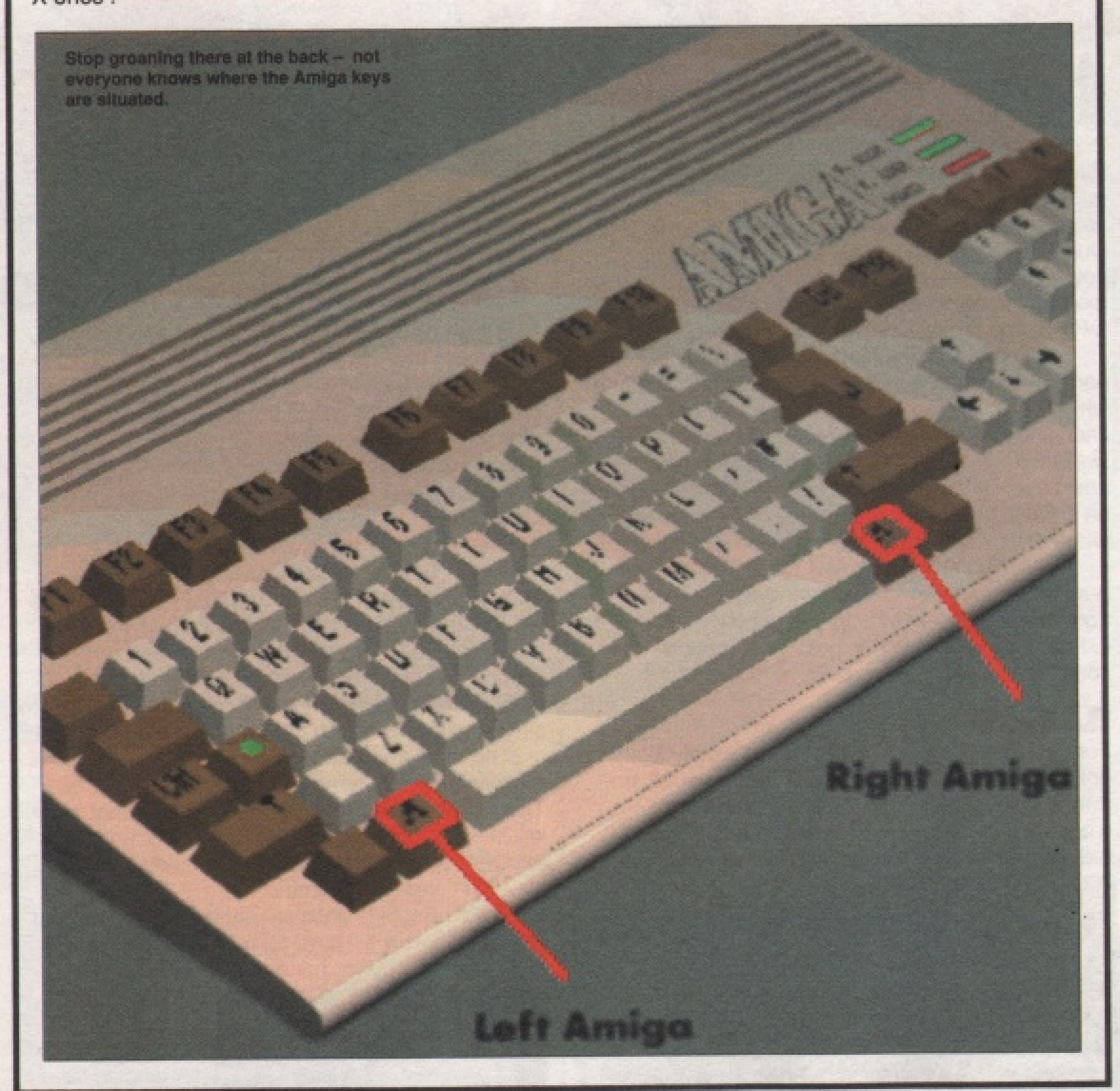
Another futuristic backdrop may fill you with dread, but notice the windows. The first is the control panel for the PowerSnap commodity, the second is a standard Shell with some text ready for copying and pasting.



THE RIGHT KEYS

Right-Amiga V? Left-Amiga X? What's going on? If this thought has crossed your mind, don't worry it's not a secret code we've used to try and catch you out. The Amiga keys are those darker grey keys on either side of the spacebar: you know, the ones with the funny A symbols on them.

They are used as special function keys, and are used in the same way as the Shift keys. For example, 'right-Amiga X' means 'hold down the right hand Amiga key, and whilst still holding it, press X once'.



Stop groaning there at the back – not everyone knows where the Amiga keys are situated.

you have accidentally selected a rather severe looking option, perhaps because the mouse slipped when you were trying to find an option from a menu.

For this reason most programs use a requester

Perhaps the most powerful of all, the standard File Requester is one which you'll see again and again.

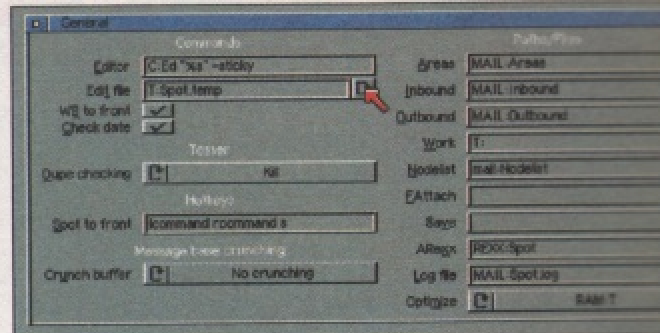
to confirm some of the more drastic actions, and therefore offer you a chance to change your mind. It pays to read the text carefully in these requesters before making your choice, but most programs have 'OK' to the left, and 'CANCEL' to the right. Again, the example requester offers keyboard shortcuts (the underlined letters) and the OK is bold which (dangerously in this fictitious requester) makes it the default. The left-Amiga V shortcut will work as an OK, and left-Amiga B will work as CANCEL on most requesters, even those which don't look as though they offer a shortcut. However, you must be completely sure that you know which short-cut does what: a mix up in this example case can have more than slightly annoying side-effects.

Every time you need to save or load a file, you'll see the File Requester appear on screen. At first it can look a bit fearsome, but it doesn't take long before you soon get the hang of it.

The majority of the requester is taken up by the filenames and you can either click on one, or type in the name yourself in the larger 'text field' at the bottom of the requester. You will have to remember to click in this field to activate it before you can type. A useful shortcut is right-Amiga X which will clear what is already there, and also right-Amiga Q which will replace what you just cleared.

The gadget button marked PARENT will move you up the directory tree of files. Remember that a disk can contain many levels of files and drawers, and as you move around the path name should appear in the text field above where the filename goes. Again, you can enter a path directly (for example, try entering ram: or df0: into the field.)

If you get lost somewhere in your directory tree, click on Volumes, this produces a clear list of all the hard drives, floppies and ram disks which are



Wow – serious information overload! Even a complicated requester like this is nothing more than a collection of simpler gadgets and requesters.

available. You can then click on the device you need, and on subsequent directories, until your chosen filename appears. If you are saving a file for the first time, you will need to specify a name before saving will take place.

Some requesters have special PATTERN fields, which will allow you to mask out certain filenames. These patterns use standard Amiga wildcards (see CU AMIGA June 1994) issue, so if you wanted to exclude all files ending in .info (in other words, the icon files) you would enter ~(#?.info) as a pattern.

You might like also try press Shift-Enter to make different fields in the requester active.

Some programs have many different settings which need to be made. For example, the electronic mail program *Spot* has a good few choices to be made when configuring it to work with your particular set-up. One of these configuration requesters is shown above, although if you don't use Comms the options might mean nothing to you. The important thing is the way this requester is made up from other requesters. The gadget over which the mouse pointer is floating will open a file requester if needed, so you can either enter the filename by hand or use the file requester to track it down, whatever you prefer.

Spot makes excellent use of the Amiga's requesters, the result is an easy to use program which although incredibly powerful, never gets to cumbersome to use.

SHELL SECRET

Here's something that might interest you if you use the Shell a lot on a newish Amiga. The recent versions Workbench allow text to the cut and pasted from within the shell as standard. Simply hold down the right – Amiga key and drag the mouse over the text – you should see it become highlighted. Now press right-Amiga and C and the text will be copied into the clipboard. Many Amiga programs support the clipboard, and if you run one of them you will find that the text you copied can be pasted in with a deft right-Amiga V.

This trick is useful when dealing with long and tedious filenames, cut and paste them into the Shell command line, where you can quickly edit them. By the way, a quick and handy way to shut down the shell is to hold down the CTRL-key and press '\'. CU

NEXT MONTH

More top tips on using your Amiga, and yet more essential public domain utilities.

LET'S GET ANIMATED

PART 1

Our hands-on graphic tutorials take on a unique flavour from this month: *DeluxePaint* and *Brilliance* expert guides side-by-side! Peter Lee shows you how to get the best of both worlds from your Amiga.

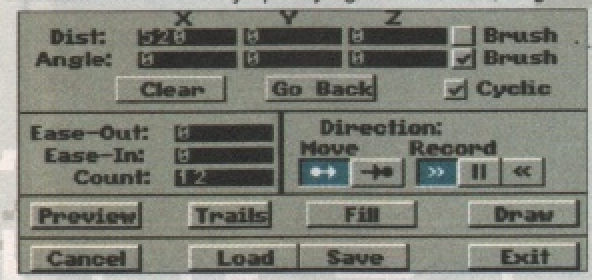
In computing terms, the Amiga is currently enjoying a maturity few other computers ever reach. Okay, yours may be only a few months out of the wrapping paper, but the history of Commodore's little gem goes back to the mid 80s. And still,. the quality of graphics software just keeps on improving, and with it the effects you can generate in the home. Our latest series of tutorials explores the huge potential of graphics on the Amiga which has mushroomed through programs such Electronic Arts' *DPaint*, and Digital Creations' *Brilliance*.

There will be something here for users of both packages: *DPaint* – solid, market leader – a veteran which has been re-born three times to meet the changing needs of users and the hardware. *Brilliance* – a newcomer which has caught everyone's eye. Different enough to offer improvements on *DPaint*, but similar in so many other ways that users can swop between the two almost effortlessly.

The Amiga is far and away the most powerful graphic computer for the money available today, and it's our intention to help you get the most out of it. Follow this step-by-step guide, and get down to some seriously fine animating.

BASICS

For those new to animating, or if you simply want a quick refresher course, here are the basics of controlling effects in each of the paint packages: a control panel allows you to manipulate a brush in three dimensions. By specifying the distance, angle



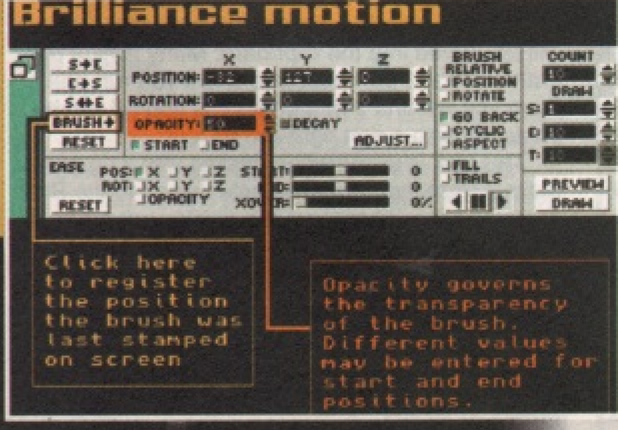
***DPaint*'s Move requester allows you to animate brushes in three dimensions.**

and depth (or Z factor) of a brush you can tell the program to move it over a given number of frames. Clicking on the Preview button lets you see a wireframe outline of your brush following the actual path you have defined with numbers in the X, Y and Z coordinate boxes. Using this simple requester in conjunction with painting modes paves the way to limitless on-screen effects, and we'll be looking at those through the tutorials.

A slightly more complex, and more user-definable interface allows all the functions of *DPaint* plus some extras. For example, you can specify the exact start and end positions from the animation Tween menu, and also let the program alter the opacity of a brush throughout an animation's duration. Whichever program you favour, or if you use both, we'll be getting under the surface of these controls in conjunction with tutorials. Each effect will be demonstrated, and the method of achieving it outlined. This way, while the demos will contain techniques and routines for more advanced animators, their creation will be simplified so newcomers can follow them through, step by step.

Let's get off to an easy start this month, and on the way introduce the key players in controlling our animations.

Below: Big and beefy, the *Brilliance* movement control looks intimidating, but is a doddle once you know how. It's more powerful than even *DPaint*'s too.



TUTORIAL 1

DPAINT: NOW YOU SEE IT...

Object of effect: to have a brush (text or graphic) disappear behind, and in front of, other items, to give a feeling of perspective.

Mode: 32 colour, low res. Default palette (the one which is there when *DPaint* starts). Background, dark blue.

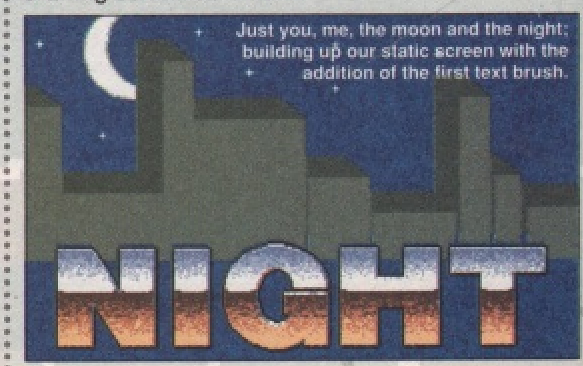
There are two ways of having objects move in front of or behind screen drawings. The easiest is through the use of stencil, and that's what we'll be exploring now. The other method which involves building up background, mid-ground and foreground objects in between animating is more complicated, needs lots of planning and is prone to simple mistakes which can ruin a whole sequence.

The main thing to bear in mind when using stencils for animation is to control your colours. The whole procedure hinges on the fact that we will be over-painting one set of colours, and not another. So the background and middle-ground shouldn't share the same colours.

Our example is a simple cityscape, chosen not because of its artistic merit, but to illustrate the technique in a quick, hands-on sort of way.

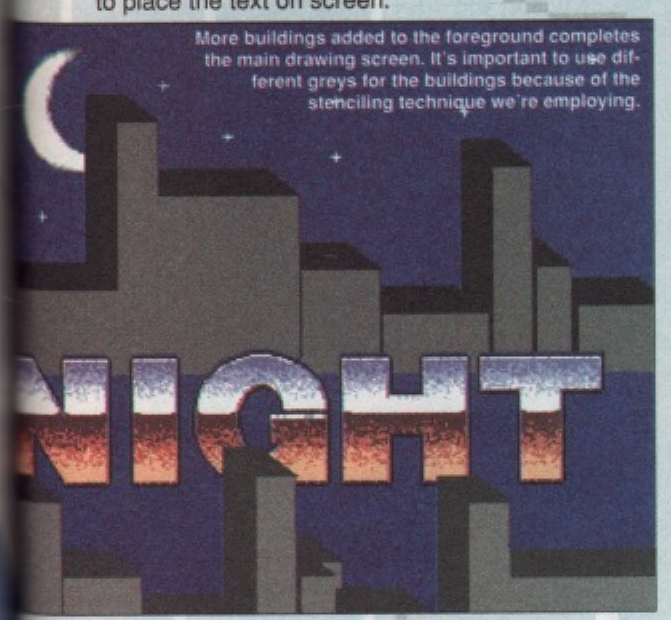
A drop shadow under plain rectangles, and we have ourselves a city skyline – sort of!

1 The background skyscrapers are rectangles filled with dark grey. The shadow is optional, but it does give a sense of depth, and works in beefing up most two-dimensional shapes. To create it, cut out your skyscraper blocks as one brush, and select a very dark grey as the background colour. On a blank screen, and with the brush active, click with the right mouse button and drag a 3cm diagonal path before letting go, and clicking with the left mouse button. Now you've painted a shadow in the shape of the brush, then painted the brush in front. Revert back to the correct background colour, cut out the skyscraper/shadow brush, and position it on the drawing screen as shown.



Just you, me, the moon and the night; building up our static screen with the addition of the first text brush.

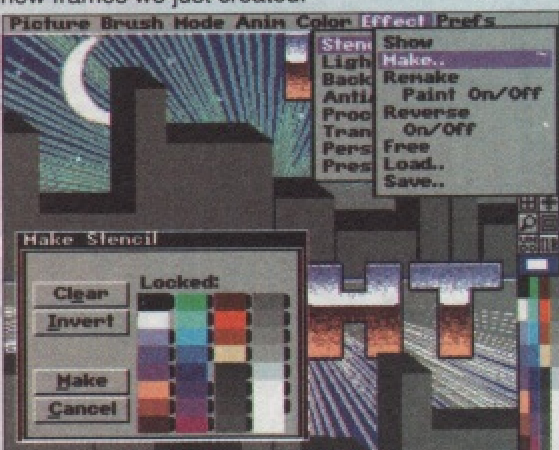
2 Switch to *DPaint*'s spare screen, and enter the text 'NIGHT'. Choose a good-size font so it has impact, but make sure when you colour in the letters that they don't contain any of the ones used in the background. I've used a ColourFont, but plain colours are just as good. Cut out the text as a brush, and swop back to the main drawing screen to place the text on screen.



More buildings added to the foreground completes the main drawing screen. It's important to use different greys for the buildings because of the stenciling technique we're employing.

3 Back to the spare screen now, and draw a foreground scene of skyscrapers in an identical way to step 1. Remember to use lighter shades of greys though. Copy the blocks as a brush, and paint it some way down the screen to give a sense of perspective.

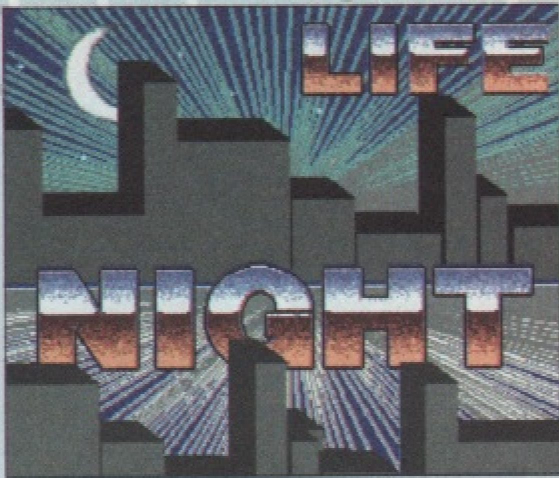
4 Once the screen is complete, add a few stars and a crazy moon, go to the Animation pull-down menu and select Frames>Set#; Enter 20, to gives us a 20-frame sequence. The contents of the current screen will be automatically added to all the new frames we just created.



The stencil requester lets you pick colours to protect by either clicking on them in the colour palette, or directly from on-screen colours. Protected colours have black tags on the side. To unselect one, right click the mouse while the pointer is on the chosen colour.

5 Back on the spare screen, write in the words 'LIFE' in the same font as you used earlier. Clip it out ready for the next stage.

6 We are going to move the brush from right to left across the screen; it will be behind the background, flying across the sky. In order to protect our screen, we have to call up the stencil. The quickest way to protect every colour but one (our background) is to click on it in the palette box, then click on the Invert button. When you go back to your drawing, you will see your brush disappear as it moves over any colour other than the background. The stencil is working! **TOP TIP:** the stencil can be switched on and off from the keyboard by the tilde key (the snake-like one above the TAB key). The stencil requester can be called up by pressing the SHIFT and Tilde keys together.



Having created the Life brush, shrunk it and positioned it on the top far right of the screen, we can animate it so it disappears off the left hand side of the screen in six frames.

7 Before animating the word LIFE across the screen, there's a neat little dodge we can work to give added perspective to the sequence. Things further away from us look smaller, and we can achieve this with our text brush. With the brush active, press the minus key four times, to decrease the size of the brush. We have to set a starting position for it now, so move it to the top right of the screen, and bring it down slightly before clicking with the right mouse button. This sets the position, but can also add unwanted brush areas to your screen, so immediately click on Undo from the tool menu, or press u on the keyboard to restore your drawing.

8 Call up the animation Move requester (SHIFT/M); Enter 6 as the number of frames to animate and enter -520 in the x distance box. This will move our text from right to left, and if you click on Draw, it will all happen. The text brush will

The Life brush is moving across the mid-ground now in six frames which continue from where the last portion ended. Thanks to the stencil, the foreground buildings and the Night text remains protected.



move from the right of the screen, off the left-hand edge, in the space of six frames.

You should be on frame 7 of the animation now. If not, use the 1 and 2 keys to cycle back and forth until you are.Your current frame number is always displayed in the bar at the top of the screen. This is where our next section will begin. Call back the original 'LIFE' brush by pressing SHIFT/B (or right click the scissors tool), and press the minus key twice (to again reduce the size, but not as much as previously).

Call up the stencil tool, and reset the choices made earlier by clicking on Clear. You can select colours by moving onto your drawing screen, and clicking. Do this to select the greys used for the background skyscrapers and shadows. Once done, we need to place the start point of the brush, so right click the text brush at the far left of the screen, in the area between the background and foreground skyscape, and Undo this. Now



No need to protect any colours for the final pass of the brush, which moves right to left across the front of the image for the final six frames.

call up the Animation Move requester again.

10 All we need to alter is the distance box; just remove the minus sign, and leave the 520 value. Click on Draw, and the brush will move from right to left in six frames, leaving the foreground image intact thanks to the stencil.

11 Switch the stencil off (remember, Tilde toggles), and call back the original brush (SHIFT/B). Stamp it low down on the far right hand side of the screen, and Undo. Call up the Move requester, type the minus sign back in front of the 520 figure, and Draw on the last six frames. Your brush will be painted over the foreground to complete the effect.

12 Press key 4 to watch the animation play.

13 OPTIONAL: The finishing touch to the screen was a radiating neon-effect pattern in the background. I saved this until last to avoid complications with the Stenciling. To draw the ray pattern, choose the line tool, and position the cursor in the centre of a blank screen. With your finger on the Ctrl key, draw out a series of lines. These will radiate out from your central point like a starburst.

14 To create the neon glow, cut out the radiating lines as a brush, select light blue from the colour palette, and press the o key, which outlines it. Now, by stenciling every colour except the background, you can place it on every frame of your animation 'behind' everything else. To do this automatically, position your outlined brush by right clicking it on the first frame of the sequence, and Undo this. Call up the Move requester, and clear any values in the distance and angle boxes. Now click on Draw to have it painted on screen on every frame.

Ideas: Your brushes of planes, ships and cars, anything with movement, can be used with this technique to move 'in' and 'out' of scenery on the screen. In the case of planes you could have clouds for the brush to disappear behind. Cars can streak behind trees and fields, and ships can pass each other on rough seas. Once you have mastered stenciling, there's no end to the scope it offers.

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DPAINT: SHADOWS AT THE DOUBLE

TUTORIAL 2

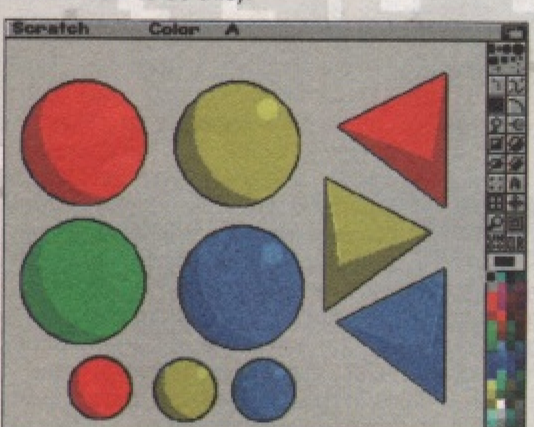
Object of effect: To create a true shadow effect under objects moving across a complex background, using 64-colour Halfbrite mode
Mode: 32 colour low res halfbrite, default palette.

There's no better way of simulating shadows than in Halfbrite mode; it's purpose-built for the job, containing a palette of 32 colours, and 32 'halfbrite' 'twins', which are darker variations of the main palette.

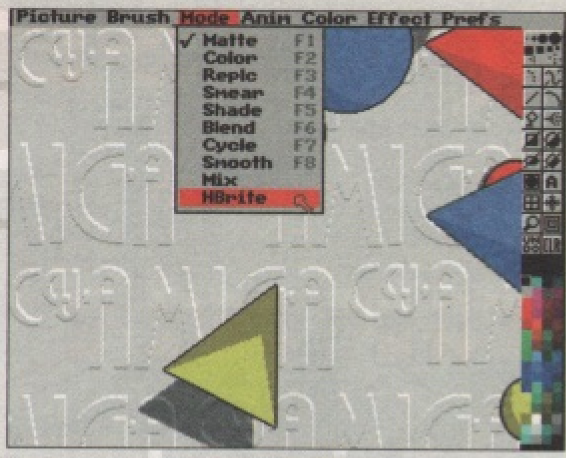
DeluxePaint goes one better, and allows you to paint in Halfbrite mode, which has the effect of replacing any colours on screen from the main palette with their halfbrite counterpart. Here's a little demo to explain the point.

The storage screen containing the objects which will be shadowed and moved in the sequence. The smaller items are just copies of the original drawings (pressing the h key will halve the size of any active brush).

1 The background can be as complex as you like, in fact, in this example the animation itself becomes the backdrop as we build it up. But for simplicity, just create a text background over which the animation will move. Here, I've used a technique called embossing, which suggests the shape of the text by means of highlight and shadow, but any kind of static screen will do. Once drawn, create a 12-frame animation based on this screen. (See item 4 in the Night Life tutorial if you're unsure how to do this).



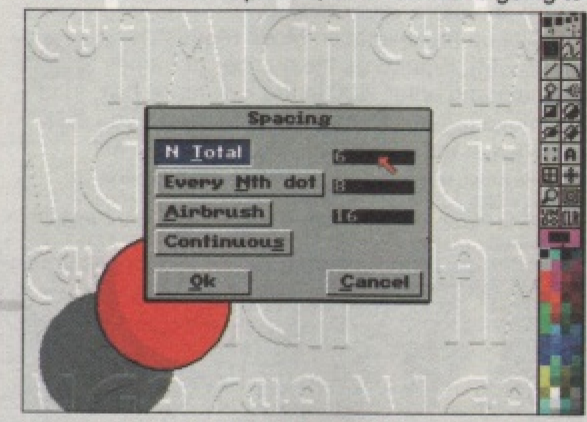
2 Switch to the spare screen (keyboard j) and create a number of simple shapes, which we'll animate on the main screen later. You'll notice I've put straightforward shaded and highlighted areas on them, to give them a solid look. Using slightly darker or lighter colours from the main palette of 32, you can quickly create bulk in an object; in the case of the ball, the arc tool was used to draw a curved line near the bottom of the ball; this lower section was then filled using a darker version of the ball's main colour. The highlight is just a small circle of a lighter colour. The same applies for the angular shapes.



The background to our animation. This one features an embossed effect, which involves adding dark and light highlights to a text brush which is the same colour as the background.

Cut out a ball shape as a brush (keyboard b for quick access) and halve its size by pressing keyboard h. Paste this down for later use, and do this for each object.

4 Cut out a small ball, and go back to the other screen (press j) which should be frame 1 of the animation. Select Halfbrite from the Mode menu; your ball will now change into a shadow! Amazing isn't it! In the Night Life tutorial we used the Animation Move requester, and now we're going to learn a different technique, one that gives us precise control of the start and end points of our brush. Call up the Spacing requester. Do this by Right clicking on the line tool.



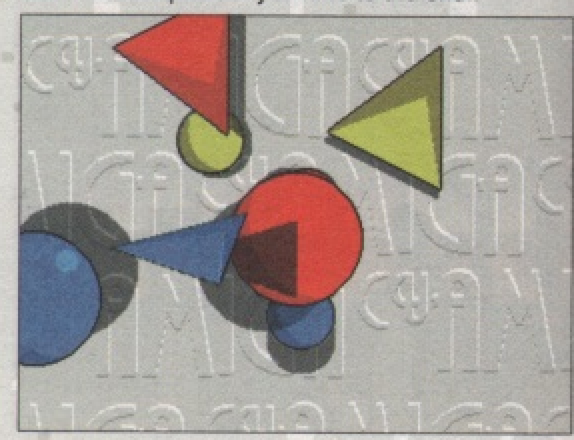
Right clicking on the Line tool brings up this requester, in which you can specify in the N total box how many times a brush will be drawn during the length of a line.

5 The option we are going to use is N.Total, so highlight this button, and enter 12 in the box. This tells *DPaint* that when we draw a straight line, it will construct it with 12 points - or 12 images of our ball (or any brush you happen to have active at the time). Go back to the main screen (animation frame 1) and decide where your object will begin its journey (any screen edge area), and where it will disappear off screen. With the Line tool selected, drawing on screen now would simply paint 12 images of the brush on frame 1. But we can Anim paint over the whole series of frames in an easy way...



The Halfbrite option is only available if you are painting in Halfbrite mode. Which of course we are!

6 With your finger holding down the Alt key (*DPaint* IV users; *DPaint* III owners should press the left Amiga key), keep your finger on the left mouse button and draw out a line in the path you want the ball to take, moving it right to the screen edge. You can position the line however you want, as long as you keep pressing the key and mouse button. Once you let go of the button, *DPaint* will paint the brush on succeeding animation frames, from the start point of your line to the end..



Gradually the animation builds up; shadows appear on objects already drawn to give a true feeling of depth.

7 To add the actual ball, press the F1 key to bring the brush back, and repeat the line drawing, but position the brush slightly ahead of its shadow for the start position; this way when you draw it, it won't obscure it.

8 Repeat the above as many times as you like; remember that by entering a number smaller than 12 in the N.Total box, you will effectively make your shadow and brush move faster during the animation. As you build up moving objects, see how the Halfbrite mode adds shadows to objects already drawn.



Objects can be drawn appearing from any angle - diagonally as well as horizontally or vertically. Don't clutter up the screen with too many though, because this will slow down your playback speed and also appear confusing.

9 Once you master the technique, you can add revolutions to your brushes (experiment with numbers in the x, y and z Angle boxes in the Move requester). In the same way, text brushes can be moved around the screen, casting realistic shadows.

Ideas: No matter how complicated your background, you can still have realistic, odd-shaped shadows. Text gives super results, and so do animated brushes. To simulate a moving object nearing the background, start off with a large shadow decreasing to the size of the actual brush. You could also try distorting the brush to give a long, thin shadow to an object when you intend to simulate low-key lighting.

TUTORIAL 3
BRILLIANCE: HOT AIR!

Object of effect: To use *Brilliance*'s translucency settings in conjunction with start and end-points in an animation.
Mode: 256 colour, low-res

The *Brilliance* animation requester can be intimidating to someone used to *Deluxe-Paint*'s simpler model. However, a little time spent working with it will be repaid tenfold because it offers some truly professional results. And one of the most useful features it gives you is the chance to place brushes at the start and end of their movement; Brilliance then works out the tweens. Here's a simple example to help you get familiar with this powerful feature.

Select maroon as the background colour (right click the pointer in the right-hand colour on the default palette's top row). Clear the screen. Select the text requester (click on the A icon on the toolbar), and select a font with large characters. Remember, unlike *DPaint* you need to type in your text in the font requester. You can write your own slogan if you like, but if you spread it over more than a single line (ours is over three) you will have to go through this procedure for each line.

You may notice that I've given the text a drop shadow effect to make it stand out. To do this, cut out the entire text as a brush, and select black as the background colour. Position the text on screen, and click the right mouse button, this paints an outline of the text in our background colour. Finally just move the text brush slightly and paint it down over the black version with the left button.

3 Call up the Animation requester (Click the movie camera icon), and click on the Set# button; enter 10, to create 10 frames based on the current text screen.

Switch to the Spare drawing screen (keyboard j). This is where we'll create the balloons. They are made in two parts: an elongated oval drawn with the ellipse filled tool, and a freehand-drawn end, tied with a piece of string. Add a highlight dot at the top right, and a shadow curve at the lower left. Don't worry if it's not too authentic at present, because we will be painting it down with only 50% translucency, so the blemishes won't really show.

5 Once one balloon is drawn, cut it out as a brush, and paste it down three more times to save having to redraw it. Now, using the Fill colour tool, re-colour the other three balloons in different shades – we've chosen blue, green, red and beige, but it's a matter of choice.

6 You will also have to create an exploding balloon; this is not difficult when you use the filled freehand drawing tool. Simply draw small shreds around a central point, in roughly the same area as one of the balloons. Again, this will only be on screen for a frame, so no need for perfection!

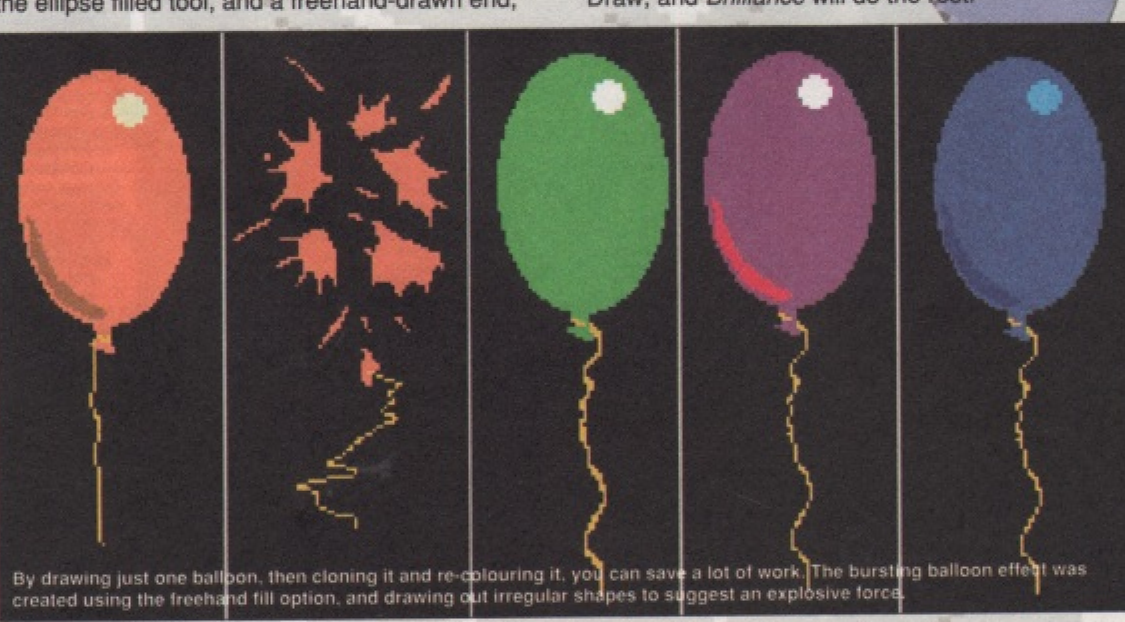
7 Cut out the first balloon as a brush, and move back to frame 1 of the animation (press key j). Call up the animation requester (grandly called The Path of Motion setup) by either pressing keypad 3, or click on the relevant icon (it looks like papers laid on top of each other; bottom row, third left). This is quite a large requester, but don't worry as you can make this temporarily disappear by pressing the Space bar at any time. Click on Reset to clear any previous settings, and then on the Start button. Set the Opacity value to 50%.

8 Press the space bar to expose frame one, and reposition your brush handle. You can do this via the brush storage requester (right click on the Scissors icon). Or more simply, press the ALT and z keys together, and place the on-screen crosshairs at the point on your brush where you want the handle to be. We need to place the handle near the top of the balloon to allow us to place it well down the screen.

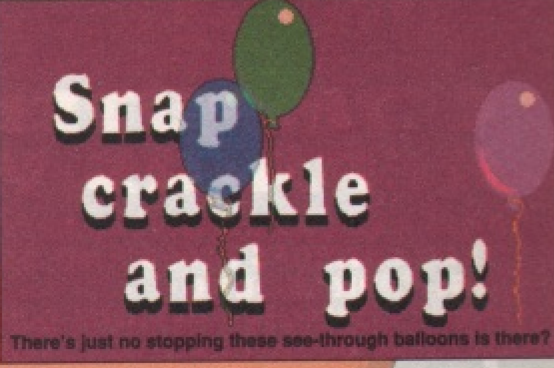
9 Press the space bar to hide the requesters if they're still visible, and decide where you want the balloon to start from on the bottom edge of the screen. Once it's in position, right click the mouse button, and immediately press the u key to undo this action, which we did just for positioning purposes.

10 Bring back the animation requester, and click on the Brush button. This will set the co-ordinates in the Start section to the location just earmarked with the mouse click. Clever! Next, click on the End button, and repeat step 9 – only position the brush where you would like it to finish. You might want it to disappear off the top of the screen totally; in this case, move the brush handle to the very bottom of the string before positioning it.

11 Ensuring that the End opacity is set to 50% to match the start value, the frame count is set to 10, with Start frame at 1, and End frame at 10, you can Preview your animation. When you are satisfied that the movement is what you want, click on Draw, and *Brilliance* will do the rest.



By drawing just one balloon, then cloning it and re-colouring it, you can save a lot of work. The bursting balloon effect was created using the freehand fill option, and drawing out irregular shapes to suggest an explosive force.



There's just no stopping these see-through balloons is there?

Repeat the above for however many balloons you think look good, but don't clutter up the screen with too many. Place them at different points, and have some wafting sideways as they move upwards.

13 The balloon popping effect is the icing on the cake, and we should do this manually for precision. First, cut out the balloon matching the popped balloon's colour, and then remove the animation requester.

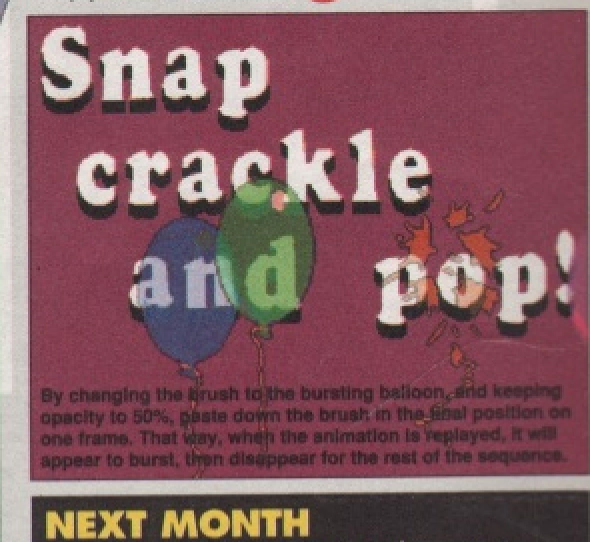


This is *Brilliance*'s opacity control. We need to manually set this for the final bursting balloon, so set the figure to 50% before placing the last balloon.

Click on the Translucency icon (it's below the A text icon), and set the opacity to 50%. Make sure your animation is on frame 1 (The current frame number is shown on the toolbar to the right of the palette). You can move backward and forward through frames by pressing keys 1 and 2. Position you balloon, and click to paint it down. Move it upward slightly, and press key 2 to move to frame 2, where you can paint down the half-opaque balloon. Repeat this until you reach frame 6. Now swap your brush for the popped version by going to the Spare screen and cutting it out. Place this into the animation in sequence with the other 5, so it appears the balloon has moved up screen, then burst suddenly and disappeared.

15 Press key 4 to watch the animation play

Ideas: Being able to visually define a start and end position for a brush means greater control over an animation. This ability leaves *DPaint* rooted to the spot, and will do away with any painful guesswork. The opacity function will allow you to move glass and other transparent objects simply about the screen. CU



By changing the brush to the bursting balloon, and keeping opacity to 50%, paste down the brush in the final position on one frame. That way, when the animation is replayed, it will appear to burst, then disappear for the rest of the sequence.

NEXT MONTH

Peter will be sharing more animation techniques in our unique *DPaint* and *Brilliance* tutorials. And once again, the emphasis will be on hands-on step-by-step guides to help you understand the power of these two great packages, and develop your own skills.

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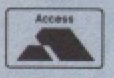
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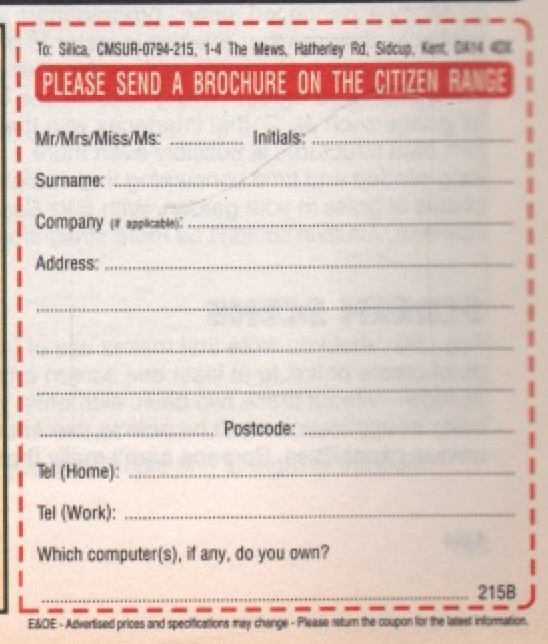
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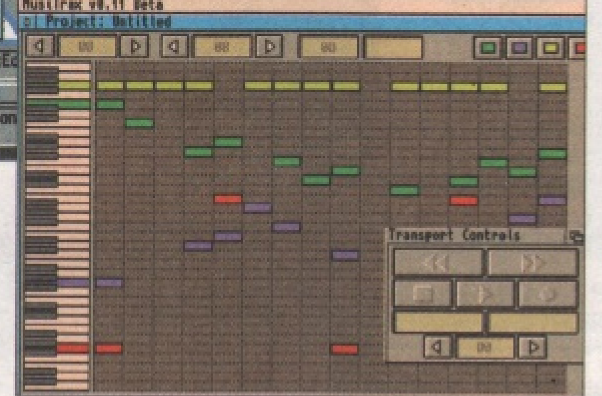
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GAMES PROGRAMMING WITH BLITZ BASIC 2

***Blitz Basic 2* isn't just a great games programming language, it also happens to offer some great *Intuition* support too. Daniel O'Connor explores this little used area of *Blitz* programming.**

***Blitz* provides full access to the entire range of Intuition facilities including custom screens, windows, pull down menus and gadgets.**



Programming *Intuition*-based utilities and applications in *Blitz Basic 2* couldn't be easier! This music editor was written in under one week!

Okay, okay, I know the headline says 'Games Programming', so why cover *Intuition*, the Amiga's windowing interface? After all, we all know that *Intuition* is about as well suited to games programming as *AmigaBASIC* (even if Commodore would have us believe otherwise!).

Well, the answer is very simple – understanding the commands provided by *Blitz* for interfacing with *Intuition* comes in very handy if you need to write small utilities or front ends for your games software. Only recently I was working on a project that needed a large number of data files to be created before the game would run. Thankfully, Acid kindly provided two of the utilities I needed - the *Blitz* map editor and the 'ShapesMaker' utility which cuts Shapes from any standard IFF file. Even these utilities are fully *Intuition*-based, so it's easy to see why *Intuition* is so important. The other utilities I needed: a 'floor' editor, a character editor and a utility to generate several views of the same IFF brush in 3D perspective, could quite easily have been written in 'BLITZ' mode but programming them under *Intuition* proved to be easier and faster.

Many experienced games programmers would probably disagree that *Intuition* is faster to program than the Amiga's hardware and, under normal circumstances, I'd agree. Writing applications in a language such as 'C' that interfaces with the system data structures is possibly even more long-winded and time consuming that straightening blades of grass in your garden. With *Blitz Basic 2*, however, *Intuition* couldn't be more straightforward!

SCREEN SCENE

Any utility that you write that makes use of Intuition must create or link to at least one screen and one window. Without these two basic elements, your utility or application won't be able to use *Intuition*'s unique capabilities. Screens aren't really that much of a problem as you can assume that whenever your program is run, there's at least one *Intuition* screen open – the Workbench screen. In order to 'grab' this screen so that you can open a window on it, you need to get a pointer to it using the following *Blitz* command.

```
WBToScreen 0
```

What this does is to get a pointer to the Workbench screen which is then stored in screen pointer zero.

Therefore, whenever you refer to screen zero in your own program, *Blitz* will automatically assume that you're talking about the Workbench screen. Simple eh!

All very well and good, but who wants to use the Workbench anyway – after all, most applications use their own 'custom' screens. And, thanks to the wonders of *Blitz*, you'll be pleased to learn that these aren't at all hard to create. Indeed, all you need is a single command – Screen (imaginative name, eh!). The format of the screen command is as follows.

```
Screen SCRNUM, FORMAT, SCRNAME
```

SCRNUM: The SCRNUM parameter is simply an identifier which gives the *Blitz* programmer a method of distinguishing between one screen and another. Each screen that your application or utility makes use of must have a unique screen number starting from zero.

FORMAT: This all important parameter defines not only the resolution of your *Intuition* screen, but also the number of bitplanes that are allocated to it (it's depth). The first part of the number between one and six defines how many bitplanes the screen is to have. If you only tell *Blitz* how many bitplanes to allocate, it will assume that you want a low resolution, non-interlaced screen. If you want to use a different screen mode, however, (giving you a higher resolution) all you need to do is to add 8 to the number of bitplanes for a medium resolution screen (640 pixels across) and sixteen to switch on interlacing. A value of '12', for example, would give you a 4 bitplane medium resolution screen (4+8).

SCRNAME: The SCRNAME parameter is the simplest of the lot as simply tells *Blitz* what to print in the screen's 'titlebar'. For example, you can feed the Screen command just about any string of characters that you want providing that they are standard ASCII characters.

THE SQUARE WINDOW...

Once you've opened an *Intuition* screen (or you've managed to get a pointer to the Workbench), you can then take your utility a step further by opening a window on it. Windows form the foundation of just about all Intuition-based programs as they act as an interface between your program and the user. If you don't open a window, your program won't be able to display anything on your Amiga's screen!

Opening windows under *Blitz Basic 2* is very simple indeed but before we get too bogged down in code, we need to take a look at 'IDCMP' ('Intuition Direct Communications Message Port'). IDCMP ports are attached to all windows that are opened by Intuition. The IDCMP provides your program with a method of informing your program of the actions of the user.

Your program doesn't want to know everything that happens, only those 'events' that will have an effect on how the program should operate (whether the user has resized a window, clicked on a gadget or whatever).

In order to get the Amiga to tell your program whenever a particular event occurs (the user has inserted a disk or clicked on a gadget, for example), you need to tell *Blitz* what IDCMP 'messages' you're interested in receiving. It's worth noting, however, that because IDCMP ports are attached to windows, each window can have its own set of events that it's interested in. What's more, most

events are completely local. If, for example, you opened two windows containing gadgets and then instructed the Amiga to inform the windows whenever a gadget was clicked, only the window which held the gadget that was clicked would be informed of the event in question. Phew!

Anyway, now we've got the theory out of the way, let's move onto the *Blitz* command that makes it all possible – DefaultIDCMP. This command tells *Blitz* which IDCMP 'messages' any windows that you create after the command has been called will be interested in. If you want to change the events for each window, simply call DefaultIDCMP, open your window, call the DefaultIDCMP command again and then open another window and so on. The command expects to be fed a list of IDCMP 'flags' – here's a list of all those documented in the *Blitz* manual.

FLAG	EVENT
$2	Report when window is resized
$4	Report when window's contents have been corrupted
$8	Report when either mouse buttons have been hit
$10	Report when the mouse pointer has moved.
$20	Report when a gadget is pushed down
$40	Report when a gadget has been released
$100	Report when a menu item is selected
$200	Report when window close gadget is clicked
$400	Report when a keypress is detected
$8000	Report when a disk is inserted into a drive
$10000	Report when a disk is removed from a drive
$40000	Report when a window has been activated
$80000	Report when a window is deactivated

Don't worry too much if you don't entirely understand all of the above flags, you'll find that you'll actually only use a couple of them anyway. The main ones to take note of is $20 (a gadget has been pushed down), $100 (menu item has been selected) and $200 (the window close gadget has been clicked). All the rest will only be of use when you start writing larger or more complex programs.

Once you've worked out which IDCMP flags you'd like to attach to your window, you need to inform *Blitz* using the DefaultIDCMP command we discussed earlier. Although the command does expect only one value to be passed (which you can get by adding all the flags together – don't forget that they are hex values), the simplest way is to use a vertical bar symbol ('|') to separate each flag like so –

```
DefaultIDCMP $20|$100|$200
```

Once you've defined which IDCMP flags you're interested in, you can then open your Intuition window and *Blitz* will automatically attach the IDCMP flags to your new window. The command to open an *Intuition* window under *Blitz* is, surprise, surprise, Window (tough going this, eh!). The format of the Window command is as follows.

```
Window WINNUM, X, Y, W, H,
FLAGS, TITLE$, DPEN, BPEN,
GADGLIST
```

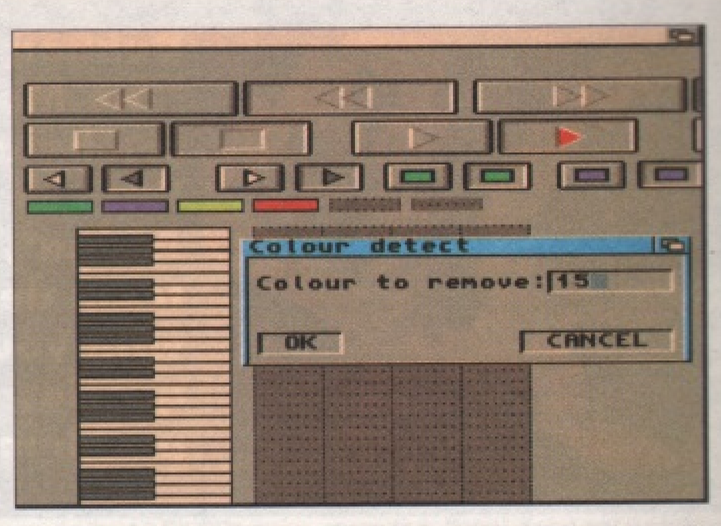
WINNUM: Just like the 'Screen' command, the 'Window' command needs some way of keeping track of the windows that you create. The 'WINNUM' parameter is therefore used as an identifier that allows the *Blitz* programmer to distinguish between other windows that you may have created. Once again, each window must be given its own unique identifier number.

X/Y: The 'X' and 'Y' parameters define where on the screen the top left hand corner of the window is to be placed relative to the top left hand corner of the screen.

W/H: Not surprisingly, the 'W' and 'H', parameters define the width and the height of your window respectively. Both values are expressed as pixels relative to the top left hand corner of the window.

FLAGS: The most important parameter of the lot has to be the 'FLAGS' parameter which controls how your Window will look and which 'system gadgets' it will offer the user (an example of a system gadget is the window close gadget or the windowing sizing gadget). The 'FLAGS' need to be passed in the same way as those expected by the 'DefaultIDCMP' command that we discussed earlier. Each 'flag' can be separated by a vertical bar symbol '|'. Here's a quick rundown of all the flags on offer.

FLAG	EFFECT
$1	Adds a sizing gadget to your window
$2	Allows window to be 'dragged' by its title bar
$8	Adds a 'depth arrange' gadget
$F	Adds a Workbench 2.0 'minimise' gadget
$10	When a window sizing gadget is attached, the gadget's 'margin'will run along the right hand side of the window.
$20	This flag will make the sizing gadget's margin run along the bottom of the window.
$100	Opens the window in 'backdrop' mode so that all other windows are displayed in front of it.
$400	This 'GIMMEZEROZERO' flag adjusts the boundaries of the window so that when you draw into the window, the window imagery (the drag bar, window border and system gadgets) are not touched. Always set this flag.
$800	Opens up your window without any borders on it.
$1000	Activates the window once it is opened. If you do not add this flag, the window will not be activated when it is opened.



***Intuition* may not be particularly useful to the games programmer but you'll be amazed how much it crops up – even the *Blitz* 'ShapesMaker' utility is written under *Intuition*!**

TITLE$: Just like the 'TITLE$' parameter in the 'Screen' command, this parameter simply provides Blitz with a string of text that is placed into the Window's drag bar upon opening.

DPEN/BPEN: If you've got an Amiga that is based around Workbench 2.0 or greater then simply ignore this parameter. Under Workbench 1.3, this parameter allows you to control the detail and block pens that are used to render the window borders and gadgets.

GADGLIST: If you want to add gadgets to your window, you must create a 'gadget list' beforehand. The number of the gadget list must be passed to the Window command so that the gadgets are attached when the window is opened.

LEARN BY EXAMPLE

Right, that's enough of the theory, here's a demonstration listing for you to get your teeth into. Don't expect anything too impressive, all it does is to open up a custom screen and a window which can be resized and dragged around the screen. Once you've finished playing, click on the window's 'close gadget' to quit. Go on, give it a spin...

```
' *** Blitz Basic Intuition
Demonstration
' *** By Daniel O'Connor

Screen 0,12,"Blitz Intuition Demo"

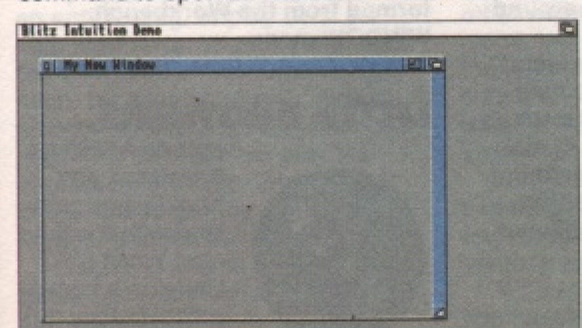
DefaultIDCMP $200  ; *** Window
close gadget event...

Window
0,0,11,640,245,$1|$2|$8|$F|$1000,"My
New Window!",1,2

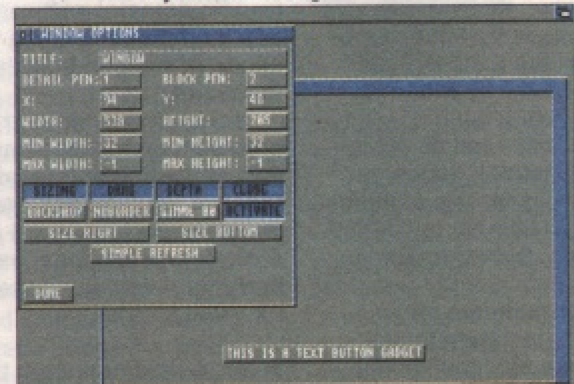
Repeat
IDCMP.l = WaitEvent
Until IDCMP <> 0

CloseWindow 0
CloseScreen 0
End
```

There you go. Simple and straight to the point.



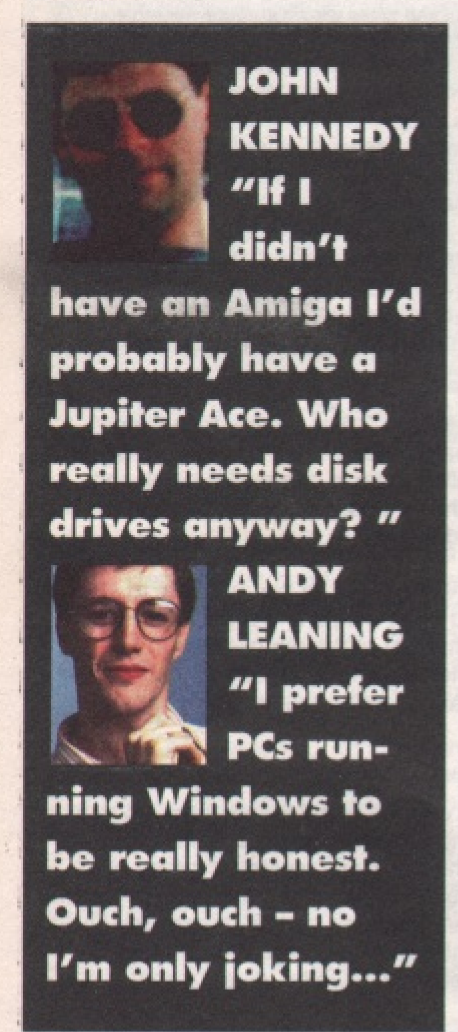
Type in this month's listing and this is what you'll get – a lovely custom screen complete with a window that can be resized, minimalised, dragged around the screen and depth arranged to your heart's content! We really are too good to you here at CU AMIGA, we really are.



If you don't quite feel up to the task of coding Intuition front ends from scratch then you can always use the 'IntuiTools' utility bundled with *Blitz*. This allows you to design your user interface using the mouse and it then outputs the results to disk as *Blitz* source code!



Dubbed 'The Morecombe and Wise of the Amiga', the team deal with your queries and problems.



CROSS PLATFORM LINKING



I have an A500 Plus, and am going to buy an 1200. What I want to know is can you link the 500+ to the 1200 via the null modem to play games such as *Lotus Turbo 2* and *Stunt Car racer*? If it doesn't work, will it with *Relokick*? Will the A1200 play old games?

I'm thinking about getting a colour printer. Can I use it to print still images from a game which doesn't have a print option? Does the Action Replay do this?

D. Evans, Anfield, Liverpool

Any two Amigas can be connected via the null modem cable – it doesn't matter what model they are. I've connected an A4000 to an A500 several times. Unfortunately, the version of *Lotus Turbo* I have won't run on the A1200, even with all the caches off, original chip set selected and a Relokicked 1.3 workbench. Later versions of Turbo included on various compilations might be okay. *Stunt Car Racer* works a treat.

If the game runs under Workbench, you can use a utility such as the public domain program *ScreenX* to 'snapshot' the display as an IFF image. This file can then loaded into *Deluxe Paint* and printed.

Unfortunately, most games don't run in this way and so the Action Replay cartridge will be the only way of grabbing a screenshot (unless you want to buy some extremely expensive Apple Mac equipment like we have here at the CU AMIGA offices.)

The Action Replay can save screens as IFFs which are ready for printing with *Deluxe Paint*. Remember that the cartridge only works on the A500/500Plus – not the A1200.

DO THE IMPOSSIBLE



After playing your coverdisk demo of *BC KID*, I realised that the programmers had done something which I thought was impossible on an Amiga: they made the display look like a SCART console/arcade machine by stretching the display.

Is there any way I can do this in AMOS or *Blitz Basic*? If it involves writing my own copper lists, is there a book which will help me to do this?

Simon Walklate, Stoke-on-Trent

All games programmers go to great lengths to do something which can make you go "Wow". But don't you love it when you realise something clearly amazing that you have seen is possible? In this case, the effect of expanding the screen certainly improves the display. Achieving a similar effect can be done quiet easily if you have an A1200 or A4000.

Reset the computer and hold down both mouse buttons. Press the space bar once, the display should expand as the computer toggles into 60Hz NTSC mode. Select NTSC from the display menu, choose boot and pop your favourite game into the drive.

If you are playing something like *Frontier*, the display is terrifically enhanced and even better: the game runs slightly faster. Try it and see if you really don't believe it!

WHAT NEXT?



I own an Amiga 500+ and am interested in purchasing a modem. I have some questions which I hope you can help me with:

1. I would like to know some recommended modems within a price range of £100-£200. I need one that will also work with an A1200 if and when I upgrade.

2. What can I use my modem for?

3. Are they particularly hard to connect to an Amiga?

4. How much will it cost to run?

Robert Kay, St. Annes, Lancashire.

Glad to see the Wired World column is having an effect, we are getting more and more enquiries about Comms. To answer your questions:

1. The USRSportster 14.400 and Supra 14.000 are both excellent buys, and are similarly priced. Both will work in any Amiga (or in fact, any PC) as they connect to the universal standard RS232 serial port.

2. You don't know? Why do you want to buy one then? Anyway, with a modem connected to your computer and some suitable (public domain) software running, you can connect to the thousands of bulletin boards around the world.

You can download the latest software, send electronic mail and by joining a network such as FidoNet you can partake in discussions on just about anything. A modem is the most exciting peripheral you can possibly get for your Amiga.

3. No. A lead connects the modem to the serial connector at the rear of your Amiga. It takes seconds to connect, and as long as both the Amiga and modem are switched off, nothing can go horribly wrong.

4. Depends how much you use it. If you call local boards several times a week, you might not notice the extra on your phone bill. However, if you need to call further away stick to weekends or evenings or you will get a shock when the bill comes. A modem doesn't cost any more to use than a normal telephone call, but it's easier to stay on longer if you aren't careful.

IN THE RAW



1. Is it possible to convert raw picture data back into an IFF?

2. Using an interface is it possible to format a PC hard drive to work with the Amiga? If so, what is its lifespan?

3. How can I hide files on a floppy disk so that they definitely can't be used from Workbench.

N. Hornby, Huyton, Liverpool

1. Raw image data is pretty pointless, unless you happen to know several important details: How many colours? What resolution is it in? Is it compressed? If you do know, your best bet at displaying it is to write a program in C or Assembler. Sound tricky? It is, and it's also why the IFF standard was created in the first place.

2. An A1200 has an IDE hard drive interface built-in, so if the PC hard drive also supports the IDE standard, it is possible to connect them. Most makes of drive will work perfectly with the Amiga, and if the drive is a 2.5inch device rather than the more standard 3.5inch drive, it's also possible to easily pop it into the A1200's case. As for lifespan – who knows? Most modern hard drives will last years, and as long as you don't drop them an IDE drive should last at least until 2004.

3. Short of hacking up your own bootblock, try deleting the .info files. Without them, the icons won't appear on the Workbench until a SHOW... ALL FILES is performed from the Workbench WINDOW menu.

LITTLE BROTHERS...



I got an A1200 for Christmas, and have had no problems with it until now. When I came back from a school holiday to Italy I learned that my seven year old brother had been playing my games. I suspect that he has pulled the joystick out of

the Amiga without switching it off, because I have noticed that the games are working slower. Has my brother destroyed some of the 2Mb RAM or the AGA chipset?
Carl Bullen, Gateacre, Liverpool

I was also taught to share with my younger brothers, but of course I would be miffed if I thought anyone had broken my Amiga.

However, it is extremely difficult to imaging how a change of speed could be caused by damaging the joystick port.

Perhaps after your holiday you had forgotten the sort of speed un-expanded Amigas work at? Have you tried using a friend's computer and comparing them?

Of course, anything is possible, so if you want to check your memory you might like to pick up a copy of some diagnosis software. Many PD libraries (17 Bit for example) produce disks which include programs written to test every aspect of the Amiga hardware. In this case your brother probably isn't to blame – unless he somehow managed to infect your computer with a virus.

THE SAMPLE FACTS



1. I have a lot of PD music disks that have whole sampled songs on them, yet they run perfectly well on a 1Mb Amiga. I would love to be able to do this, so please tell me, how is it done?

2. I have read somewhere that I could expand my A600 up to 10Mb of RAM, only I have only seen 1, 2 and 4 Mb upgrades.

3. I am planning on Parnet to add a CDTV to my A600, with the sole purpose of using its CD-ROM drive. What peripherals would the CDTV need?

4. How much should I pay for a second hand CDTV?

5. Why is CU AMIGA so good?
Billy Ramsay, Harthill, Shotts.

1. There are two ways of getting really long samples, for example an entire song, to play back on 1Mb machines. The first is to split the song into chunks and sample each: for example, intro, chorus and verse. Then use a tracker program like *OctoMED* to play the chunks back in the right order. It takes time to get the sample lengths perfect, but it can be done.

The other way is to get hold of some sampling software that will play samples back from disk. The playback rate will be quite low, but you can fill the entire disk with sound if you like...
2. The A600 comes with 1Mb of Chip Ram. You can add another 1Mb of Chip Ram (and a clock if you like) in the trapdoor, but 2Mb Chip is the maximum. You can also add more memory via the PCMCIA slot on the side, but although theoretically it's possible to add another 8Mb card here, in practice the largest available seems to be 4Mb. Adding memory in this way is expensive, but unfortunately the A600 isn't very expandable.
3. The CDTV won't need anything else – only the special parallel cable to connect it to the Amiga. Unlike its replacement (the CD32) the CDTV has every possible interface on the back of the case.

4. Check that it's working perfectly and comes with disk drive and keyboard, and then offer £150. No more. Remember you can get a brand new CD32 for 250.

5. Shucks, I dunno. Could it be because it's written by dedicated Amiga fans?

WHICH COMPUTER



The small company that I work for requires a computer to perform many tasks. I was hoping that you could advise on the best choice as we can only afford to buy one computer to do all the tasks. Our absolute top budget is £1,000. Above all the computer must be easy to use.

The tasks it must perform are:
1. Accounting,
2. Word Processing,
3. Database

Up to now most computers, including our present Amstrad PCW9512, would be able to cope, but here comes the snag:
4. Video titling, frame grabbing
5. Scanning in artwork.

I have considered a few computers, namely an A1200. But would it be able to cope with 1, 2 and 3? If not which computer should I get?
Philip Brown, Tatsfield, Kent.

You are asking an awful lot, especially with a budget set at £1,000. You have really got a choice – it will have to be an Amiga. The only other possibility is a IBM PC clone, but getting the hardware for the video and graphics requirements would push you well over budget. Besides, video is where the Amiga really excels.

Get an A1200, a hard drive and a monitor and you should have enough change to buy a cheap genlock and a video digitiser.

With careful shopping, you'll still have enough left over to get Word Processing, Accounts and Database programs. Anyway, you didn't seriously expect me to tell you to buy a clone, did you?

MEMORY MATTERS



I have an A500 with 3Mb of RAM. The machine is one of the last to be built, and has an A500+ motherboard. It has 512K Chip Ram, 512K in the trapdoor and a 2Mb memory expansion on the slot on the side. My computer has a 1Mb Agnus.

My question is: can I use the A570 CD-ROM drive on the machine without having to upgrade it to 1Mb of Chip memory.

I know that I would probably not be able to run most CDTV games, but could I access the 17 Bit CDs or the Aminet CD? Also, could I play music CDs from Workbench?
Andrew Davidson, Downpatrick, Co. Down.

Some confusion here I think – if your A500 is really an A500 Plus it will have 1Mb of Chip RAM as standard, and any other memory added to the trapdoor will also be Chip RAM. Check by typing 'AVAIL' at the Shell and watch to see how much memory is free. An A500Plus can be quickly identified as it has two extra 'blank' keys on the keyboard near the shift keys.

An A500Plus will work perfectly well with the A570 CD-ROM: indeed the A570 was designed specifically for the A500 Plus in the first place. You will be able to play CDTV games (why you should want to...) and yes, it can be used to access any Amiga PD CD-ROMS, such as the excellent 17Bit and Aminet sets. You can also play music CDs.

If your A500 isn't really a plus (which it isn't if you only have 512K of Chip Ram) then you can still use the drive if you have a 1Mb Agnus, but some CDTV software (games) won't work. Apparently, the 1Mb of Chip Ram isn't essential to the operation of the drive.

VIDEO NASTY



My A1200 won't output to video! It works with a monitor, but when I plug the computer's Composite Out into the video recorder's Video In socket, I can't get a picture.

I've also connected the Amiga's RF-OUT to the TV's aerial socket without success. The video was bought in Cyprus but converted for use in the UK. I had an internal hard drive fitted, and I'm starting to worry that the shop might have removed or disconnected some cables.
Mel Popple, Fakenham, Norfolk.

First things first, the video hardware inside the Amiga is connected directly to the motherboard, so no cables could have been removed. Therefore there aren't any to unplug.

The fact that the computer works with a monitor is encouraging, but you should definitely get a picture when the composite out is connected to the video in. It sounds an obvious thing to check, but is the video set for AUX or EXT video in? It's unlikely that being converted from Cyprus to UK standards could have any adverse effect, as both use normal PAL signals.

However, the fact that you can't get a picture from the modulator is worrying. If you don't get a picture on a friend's TV or Video, it sounds as though the Amiga is faulty and will need repair. As the RGB video output is working (you can use a monitor) you might be able to get around this by using a genlock, as they connect to the RGB port and some include a Composite Out signal. You might also be able to use an external modulator, such as that used with the A500.

SPECTRUM



I have a Sinclair ZX Spectrum, and plenty of cassettes of Spectrum Tasword2 files. I want to transfer all of these files to plain Amiga ASCII. Could you tell me how to go about doing this?
Alan Britton, Braintree, Essex.

If you can somehow get an RS232 serial interface for the Spectrum, you might be able to copy the files across in that way, but I don't hold out much hope.

If you get hold one of the excellent Spectrum emulator from a Public Domain library, and connect a standard sound sampler to the Amiga's parallel port you can actually Save and Load programs and data from cassette, as you did with the Spectrum. The emulator works perfectly by the way, and usually comes with a load of classic Spectrum games which can be loaded from disk. It's a real time warp!

However, assuming you have loaded the Tasword program, and loaded the documents that still leaves the problem of getting the text into Amiga format. There is no official way of doing this, but try the following:
1. Save the Tasword program and document as a 'snapshot' to Amiga's disk.

2. Run a text editor program such as *Cygnus Ed* (or *GoldEd*) and load in the snapshot. There will be lots of garbage around, but you should be able to find the text.

»

Relive those halcyon days of youth with a Spectrum emulator. It's only when you have to resort to loading from tape when you realise how lucky you really are.

3. Cut and paste the text back to disk, where it can be reformatted.

If anyone knows a better way of transferring data from classic old Spectrums, please get in touch and send your ideas to John Kennedy at the usual address!

FLAMIN' FLICKER



I have an A1200, but I've noticed that some software seems to suffer from a flickering screen, whereby the picture rapidly changes from colour to black and white. The most regular offenders include *WordWorth* and *TurboSound*.

Why does the Amiga crash on division by zero errors? Surely it's smart enough not to perform the operation if the result is always going to be a fatal error?

I tried to connect my TV up to the Amiga using a SCART cable, but all I got was a black screen.

I am very interested in Comms, and will have probably bought a modem by the time you read this. Most magazines who run a Comms section say that it is polite to upload at least one of your files for every one or two you download.

Here's the problem: the only files I have are crap *Deluxe Paint* pictures and a few badly designed Imagine objects. Surely if I upload these I am more likely to offend than be polite.

What else could I upload as I don't want to be a free-loaded?

David Pym, Leighton Buzzard.

The flickering is caused by a faulty modulator. A large number of early A1200s suffered from this problem, and recently there is been an upsurge in reports as first time users (who used a monitor) have sold on their machines to newcomers using a TV set. That's an important tip when buying a second-hand A1200 by the way – demand to see it run several programs using a television rather than a monitor.

The only course of action is to get it repaired professionally I'm afraid. Whenever the Amiga crashes, and the guru number comes up ending in xxxxxxx5, this means the CPU has failed with a 'division by zero'. Somewhere, a program has tried to use the assembly instruction DIV with a zero divisor. The CPU doesn't fail by itself, although it recognises this as an error and causes a Trap or Interrupt to occur. When the Amiga operating system gets wind of a Trap, it sticks up the Guru message. Other codes are:

Guru Number	Meaning
00000002	Data or bus error
00000003	Address error (read/write to uneven address)
00000004	Illegal instruction
00000005	Division by zero
00000006	CHR Instruction
00000007	TRAPV Instruction
00000008	Privilege violation
00000009	Single-step mode
0000000A	Line A emulator
0000000B	Line F emulator

You can't really blame the Amiga – the fault lies with programmer who decided that his program didn't need to check for a zero before calling a division routine. Blame them.

Try uploading your pictures and objects: no matter how bad they are, someone, somewhere will probably find them useful.

If you use several boards you could swop programs between them, or if you have access to CD-ROMs you could make friends by uploading programs from them. Only if you frequently download a lot of programs should you worry, and even then the Bulletin Board's own league table will keep reminding you.

NET AGAIN



I have a 4Mb A1500 with a Commodore 1084s monitor and a 100Mb hard drive. I would like the same set-up plus an AGA based computer with a CD-ROM drive that would be able to access my hard drive on my A1500.

1. I have heard of a program called SERNET which will connect a CD32 to another machine via the serial ports. Would my A1500 then be able to use the CD32 as a CD-ROM drive? Would the CD32 use the floppy drives and hard drive on my A1500 to run floppy based AGA software?

2. If the above wouldn't work, would it work with a CD32 and SX1 expansion connected via PARNET?

3. If neither of these ideas work could I PARNET to an A1200 with CD-ROM drive?

4. Also, is it possible to connect my Amiga to a video recorder? I don't have a genlock, but I have a TV modulator.

Grant Laing, Edinburgh.

1. Running SERNET between the CD32 and the A1500 will enable the A1500 to access the CD-ROM drive, and the CD32 to use the floppy and hard drive. It should therefore be possible to run floppy-based AGA software on the CD32, BUT most games access the floppy drives directly, rather than go through AmigaDOS. Games like this would not be able to use the networked drives of the A1500 - bummer.

2. SERNET is the serial port version of PARNET, otherwise the systems are identical. If it works with SERNET, it will work with PARNET – only faster.

3. Yes, this would work too - providing you managed to get an A1200 CD-ROM drive.

Have you considered getting a Picasso II card for the A1500, and fitting a Tandem interface card and CD-ROM drive? In this way you would get better than AGA graphics with full CD-ROM access. You couldn't play CD32 games, but you could use an awful lot of modern software such as Art Department Processional and even read images from PhotoCD and display them in 16 million colours.

4. Plug in the modulator, and connect a lead from the VIDEO OUT socket on the modulator to the VIDEO IN socket on the video recorder. If you have a SCART video you will need one of those multi-standard video lead adaptor kits. Then set the video to record from AUX and off you go.

You might also try taking the modulated RF OUT signal from the modulator and connecting it to the aerial lead of the Video recorder. This method will also record sound, but it can be tricky getting the video recorder tuned in properly.

NEXT MONTH

Well, that's it for another month. Please send queries into Andy and John's Q&A, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We regret that we cannot reply to letters personally – all SAEs will be reused.

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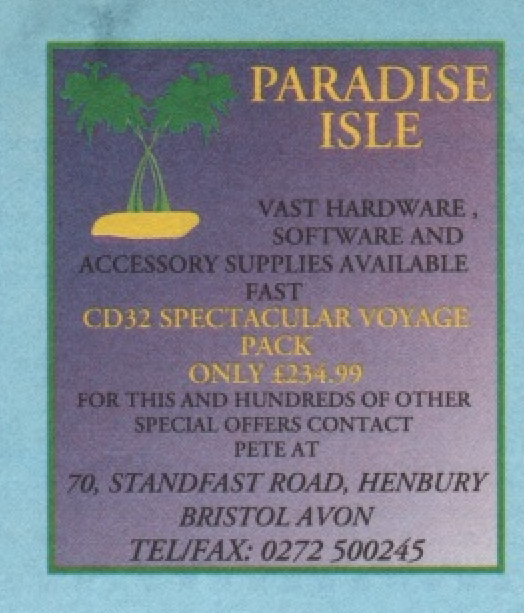
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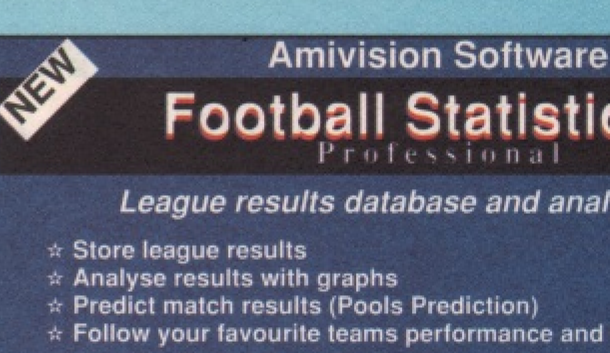
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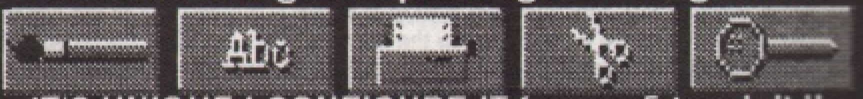
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REMIXING

You've probably noticed that when you're playing back a four-channel song in *OctaMED*, you can still work all the different parts of the program. It still functions normally even if you've got samples and MIDI music playing simultaneously. Some functions will slow down, but you can counter this by switching off the 'equalizer' effects. These are the bars and oscilloscopes that jump around in time to the music.

To get back some processor time and speed up the rest of the program, turn them off with the E1, E2 and E3 buttons found on the main PLAY control panel. It's a good idea to turn these off anyway if you're using MIDI instruments.

The three red buttons toggle the "equalizers" on and off. Switching them off speeds up response time during playback.

This means that you can alter your song as it plays, in a number of ways that would otherwise be impossible, or at best very tricky to achieve. All of these tips are for *OctaMED 4*, although most will work on previous versions. Some of them don't work that well with *OctaMED 5*, as the functions are selected from menus, rather than the more immediate buttons of the previous versions. Before you mess up your masterpiece with these tricks, make sure you save the song first. Right then, on with the remixing!

REVERSING SAMPLES

Have you ever tried reversing sections of a breakbeat, or any other loop for that matter? It's great, you should try it. With the song playing, go into the sample editor, and highlight a bit of the sample. Click on the REV button to flip the section backwards, let the sample play, then click REV again (without moving the highlight) to revert the section back to normal. Move to a different part of the sample and repeat the process. If you've got a solid bass drum beat running on another track, you can get away with reversing just about any part of the loop, without it sound like it's jumping or running out of time. The effect is something like a vinyl spinback. Of course you can use this trick on any sample – it works well with vocals in particular. It spices up squidgy basslines too, if you quickly flip the whole sample back and forth.

Reversing sections of a breakbeat while it plays can add an extra bit of spice to your tracks.

HOLD AND DECAY

Have you ever noticed the Hold and Decay boxes on the Instrument panel? They're very handy things once you know how to use them. Each instrument has its own hold and decay values, which are initially both set to zero. The hold setting defines how long the instrument will play for. The decay is the length of the fade-out, after the specified hold time has elapsed. The higher the number in the hold box, the longer the instrument will keep playing. High numbers in the decay box give short decay fades, while a setting of 1 will give the maximum decay length.

By entering progressively smaller or larger



Keep entering progressively larger or smaller values in the HLD (hold) box for some strange effects.

numbers in the hold box, at the same time as that instrument is playing, you'll get an interesting effect as the sample seems to get louder and longer, with weird filter-sweep style side effects. This works best on instrument or bass samples, rather than loops or vocals.

FREEHAND EDITING

The sample editor lets you change the sound by drawing in the sample box with the mouse. Click on the FREEHAND button on the sample editor



Freehand editing lets you perform some really weird evolving contortions on your samples as they play.

panel. You can now change any part of the sample by holding the left mouse button and dragging the pointer around the edit window. You can only edit a small part of the sound at once, but you can move to different parts of the sample with the arrow keys. This works best with very short looped instrument samples. Try it with a simple sine wave bass for example, and you can instantly alter the wave, and hear the results simultaneously.

DROPPING OUT TRACKS

The numeric keypad toggles the tracks on and off. The top row toggle the first four tracks, the next row down toggles the next four tracks, and so on. You can switch all 16 tracks on and off like this, so you can use them to cut MIDI tracks in and out. All the data on the track is left intact when you turn it off, but the sound is muted. It's a good idea to drop out various sections of your tune at different points to keep it sounding fresh – using the keypad, you can mute a track when it seems appropriate, and when you drop it back in, it'll be all the more effective for its short absence.

VOLUME SLIDERS

An alternative method is to use the volume controls. Each sample has its own volume slider, and each track has a relative volume. Any volume commands you have embedded in the track will over-ride changes in the instrument's default volume setting. However, if you alter the relative volume of a track, this setting will affect any embedded volume commands. For example, if you had a sample playing in track one, with a command setting the volume to 40 (eg. C-3 0C40), and the relative volume of that track was set to 32 (half of full volume), the actual volume of that sample would be 20.

You can use the instrument volume slider to fade in high hat patterns and similar lines where the same sample is cued in quick succession. Changes made with the volume slider will only come into effect when the sample is played again, so if you had a long sample play, moving the volume control up and down would have no effect.

PLAY AND LOAD

Finally, it's also possible to load in a new sample while a song is playing. If you use the normal method of selecting a file, then clicking Load Sample, the song will stop playing. Use the file requester to enter the directory of the sample you want to load, and move to a blank sample slot. Click the INST button to get the instrument panel up. Type in the exact filename in the name box, and the sample will be loaded in when you press Return, while the song continues to play. CU

NEXT MONTH

That's it for now. I'm heading back off into the lab for a bit of 'research'. That's what I call it anyway. So long as I don't blow up the sound system, I'll be back next month with more devious tips and tricks to keep those neighbours banging on the wall through the small hours. Always remember to keep your faders down when you turn on the computer! Until next month, keep 'em peeled.



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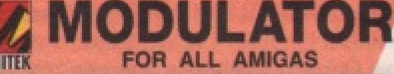
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FOR AMIGA 600/1200 - 2YR WARRANTY

CODE	DESCRIPTION	INC VAT
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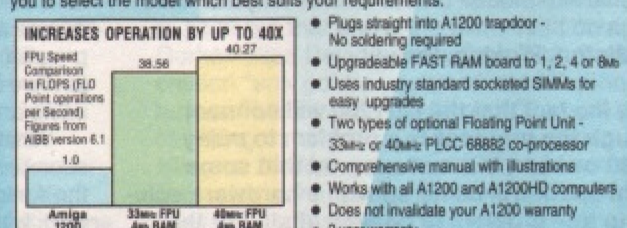
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- Does not invalidate your A1200 warranty
- 2 year warranty

	NO FPU	33 MHz FPU	40 MHz FPU
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1Mb RAM, NO FPU **£99** INC VAT - RAM 1210

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FOR AMIGA 500/500PLUS & AMIGA 600/1200

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2 YEAR WARRANTY

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FOR ALL AMIGA COMPUTERS



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DELUXE FEATURES

The AmiTek drive has been specially designed to meet the needs of Amiga users and has many deluxe features which are not included in other drives - check out the competition!

ANTI-CLICK

The anti-click feature stops your drive from making lengthy whirs and clicks that occur when the drive is empty and searching for a disk.

ANTI-VIRUS

The switchable Anti-Virus mode stops track 0 viruses infecting the disk while in the drive. Yet, unlike many other drives which have virus killers, this Anti-Virus mode can be disabled, allowing some fussy copy protected software to run.

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AmiTek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners have been crying out for. After vigorously testing Sony's mechanism, it proved to be the best by far available.

Details taken from models available MARCH '94	ANTI-CLICK	ANTI-VIRUS	ROBUST STEEL CASE	QUALITY SONY MECHANISM	TOP RATED CU-AMIGA MAY '94 90%	2 YEAR WARRANTY
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CUMANA	-	-	-	-	-	-
POWER E	✓	✓	-	✓	-	-
ZAPPO	-	-	✓	-	-	-

- High Quality 3½" Sony Mechanism
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EXTERNAL DRIVE **£59** INC VAT - DRI 1159

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BACKCHAT

Summer's here, so bronzed Tony Dillon basks under the hot sun and peruses this month's selection of letters through his Boots shades.

HELPING HAND

First of all let me say what a wonderful magazine CU AMIGA is – keep up the excellent work. (More hints and tips though). Now to the real reason why I'm writing this letter. In January of this year, I purchased an A1200 after four wonderful years with an A500. To my disappointment several of my games and utilities didn't work. Then I got a copy of Relokick from a friend who had an A500 and to my relief all went well, almost all of my software worked. All, except for *Cruise for a Corpse*. Whenever I tried to load this game, loads of lines appeared on the screen and it crashed. Then after a brainwave, I made a copy of disk 1 and edited the startup-sequence using a wordprocessor. I removed a command telling the Amiga to load a program called ADD21K, then I re-saved the file and booted up and hey presto – it worked. I have now edited several other programs' startup's for games that aren't supposed to be 1200 compatible, *Birds Of Prey* and *Microprose Golf* (used with a single drive and original graphics) being just two of them.

Now that's over with, let me also say that although I don't subscribe, I buy every issue published and have done so since April 1990. I hope that this letter helps some of the other frustrated A1200 owners out there who are having problems with some software.

S.A. Nixon, Felling, Gateshead.

Well spotted, Mr Nixon (No relation, I hope?). One of the biggest concerns when the A1200 was released was software compatibility, but as you've just proved, that shouldn't really concern anyone now. However, I wouldn't advise anyone who's not familiar with the Amiga and programming to do what you did.

CD-ROM WORRIES

I have recently found out that the CD–ROM drive for the 1200 will be coming out – ooh joy, ooh rapture, I thought. But then I found out that it would take up my one and only trapdoor slot. Commodore have tried to compensate for this by leaving slots for Simms. Fair Dues, I thought. Well, actually I was wrong – there appears to be no slot for an FPU or an accelerator. This is stupid. Well, I thought that I could put up with it as I can't really afford an accelerator but then I read a review of the M-Tec T1230/28 accelerator which is only £159 – and that's just not within my price range. This would speed up everything, especially anything to do with 3D which I like a lot. I thought of some ways it could be solved, maybe someone could build a splitter so you can have two on one trapdoor, even if it did look untidy, or a new version of the CD-ROM could use more than one of the slots at the back or something. This is a problem that the people at Commodore have to look at very, very seriously.

PS. Has anything significant been brought out for the PCMIA port? Also, PCs have games where the ground rotates, is this done by a special chip like Mode7 on the SNES. Why can't the Amiga do this?

Ian Minton, Woking, Surrey.

True, the fact that the CD1200 will connect through the trapdoor is a problem to many A1200 owners, but rest assured that some bright spark will come up with a hardware solution to this problem in no time at all. For the PCMCIA, it all depends what you want. There are hard drives, RAM cards and all manner of other gadgets available. Finally, if you want the ground to go round, then twenty pints usually does the trick for me. As long as you are over 18 years of age, of course.

MARKETING PROBLEMS?

Who is behind Commodore's marketing?

I recently attended a college training course using AutoCAD and was amazed that only one person in the entire group had considered the Amiga anything more than a console toy with a keyboard.

Everyone I spoke to praised the Apple Mac for its DTP ability and all agreed that it was because of the speed of the Mac with its fast CPU which made it such a strong competitor to PCs while at the same time slagging off the Amiga for its slow speed and small memory.

It was hell trying to tell them that both machines used the same CPUs and that only old Amigas were running at 7MHz with 512k memory while the new A4000s were every bit as fast as a Mac and had great upgrade options making it more than just a toy. I did raise a few eyebrows but they still wouldn't accept my argument because they hadn't heard my arguments elsewhere.

How does Commodore expect the Amiga to be taken seriously as a business machine if they don't let the world know what it's capable of? The group I'm in college with concentrates on presenting 3D graphics and as we all know, the Amiga really excels in this field, though without some proof they weren't prepared to accept the fact. Why doesn't Commodore get an advertising campaign together to show off the Amiga at work. *Babylon 5* was done entirely on Amiga machines so why didn't Commodore use this as a sales point.

Couldn't Commodore persuade *Babylon 5*'s producers and Channel 4 to let them sponsor the program, like Coke sponsors popular films, helping to drive home the fact that the effects were done using an Amiga?

Whatever the cost to Commodore they would soon recoup it once people see what's possible with the Amiga. *Sea Quest* is another example, all fine work with great effects but no credit given to Commodore so no-one is any the wiser. A campaign could be used to highlight these points, with quick comments from various business people who use the Amiga, people we can relate to, like Steven Spielberg. If people like this told the general public why they use an Amiga then it would become more popular. I know Commodore are in financial difficulties but if they don't act now, it will soon be too late to save themselves.

Commodore, get the AGA machine out, get a 68060 machine out or at least an AAA 040 machine with 060 support from the word go, support RISC technology, get PC compatibility to allow companies to swop systems gradually and tell people who might be interested in what you've got to sell.

Apple will be ramming their new Super Mac down the throat of the business world and unless an alternative machine which will give it some real competition is shown to the market, people will just buy the one that they can see whether it's superior or not.

This is the criticism of a loyal Amiga fan, one

TEAM TALK

In his eagerness to open this month's batch of letters, Tony suffered a very nasty paper cut. The CU AMIGA team rallied 'round and rushed him down to the nearest hospital.

ALAN DYKES



The team instinctively knew something was wrong: Tony Dillon let out a loud piercing scream as he opened the mail. 'My finger – it's been lacerated," "Right team", said Alan taking charge, "let's get him to hospital immediately. Someone ring a taxi, make sure it's on the company account mind. Andy bring the first aid kit. Lisa rip the hem off your skirt and tie it round his finger to stop him losing any more blood."

LISA COLLINS



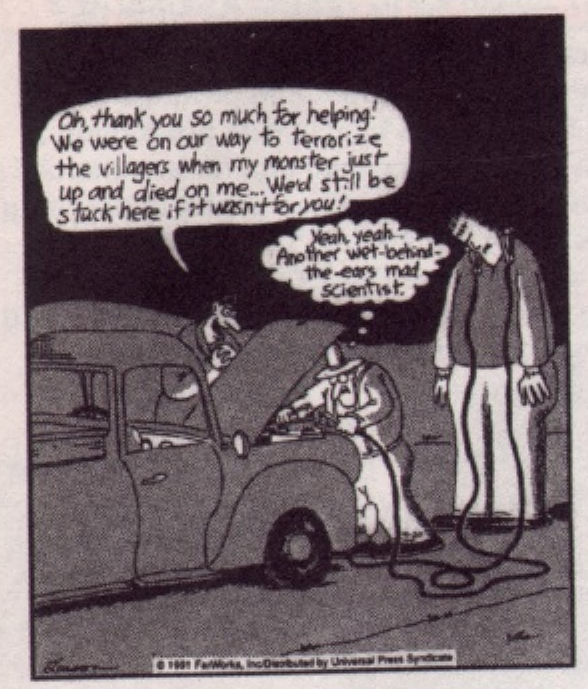
"I'm not losing a centimetre off this frock", pouted Lisa. It cost me a fortune, in the local 'Expensive Clothes Are Us' emporium. That long-haired neanderthal shouldn't have been so careless. Look at him, he's starting to bleed all over the carpet. I'll never get any work out of him now," she snorted, whilst manhandling the follicularly unchallenged one into the waiting taxi.

TONY DILLON



"Don't worry about me", whispers Tony putting on his best Marlon Brando style hero's voice as the team race towards the hospital. "It could have been worse, I might have got my hair caught in the fan – now that would have been messy" continued Tony, his voice cracking with emotion. At this point he fell into a strange delirium muttering something about rock 'n' roll, and only the best die young.

THE FAR SIDE By GARY LARSON



who has to use a PC at work and who has no credibility because of my obsession to prove that the Amiga is one hell of a machine, even if Commodore are afraid to say so.
Darren Priestnall, Leek, Staffs.

What do you mean, Commodore aren't promoting the business side of the machine? What about the Amiga Centres of Excellence, which are springing up everywhere to do just that? The world is waking up to the fact that the Amiga can do more than just toys, just like our good friend Mr. Spielberg. If Commodore do indeed get out of their current financial dilemma I'm sure you'll hear a lot more from them.

GOODBYE COMMODORE?

I work in a Bank and I am interested in stock markets. I have shares in Commodore International and I am right behind the Amiga.

However, May 2 1994 was a sad day. At about 10.00 am, I searched our computer system for news and the first I reached was about the liquidation of Commodore International.

This was not good news, but it was already expected by different newspapers. A call at my base office told me that Commodore Int. is going to sell all their stuff to pay off their debts. But the most concerning news was that they cannot sell any more Amigas (A1200s, A4000s, CD32s) because of the money problems. I really care about the Amiga, and my money too, but that is beside the point. The real question is: what is going to happen with the Amiga? A call to Commodore Germany today showed a little sign of hope. They told me that Commodore Germany, Commodore UK and Commodore Scandinavia is still there and won't be closed. They also told me that the long-awaited CD1200 for the Amiga 1200 will come out at the end of May. And even the A4000 Tower is coming. But who is going to produce the Amigas, who will develop new Amigas? What is happening with Commodore?

Maybe you could answer all these questions. I really love my Amiga and there is no other computer or console system which has the same abilities and power as the Amiga.
Michael Rupprecht, 91567 Herriden, Germany.

As we explained last month, and you have already found out at work, Commodore are not faring well. However around five potential buyers have been mooted for the remaining, profitable sections of the business, namely UK Scandanavia, and your home country, Germany. I don't know where you stand regarding your shares in the international division (you might have to phone the Bahaman Supreme court to find out), but, provided a financial backer is found the Amiga itself is safe.

LITTLE MISUNDERSTANDING

Your article on the first FMV films was very interesting, I look forward to seeing one of those video disks for myself as the quality and sound of the picture count for a lot. However, I would like to point out that under the picture of Chancellor Gorkon alias David Warner from *Star Trek VI*, the caption "errk got fra gevam ek stad?" (Should I buy an FMV module?) is wrong. There is an official Klingon language and you can obtain *The Klingon Dictionary* by Marc Okrand from all good book shops. Klingons should never be meek, or hesitant, and get straight to the point otherwise this may be interpreted as a weakness, a less-than-admirable trait amongst Klingons.

'Module' in Klingon is 'bocho', 'buy' is 'je', 'I' is 'jIH'. There is no such word as should because this is indecisive.
chep 'ej nI yIn! vo Lesley, Sevenoaks, Kent.

HIja' bIlugh. PIch vIghajbe' lu'. Alan, chay', bIeSnIS! (*yItamchoH Tony, vIta' pu' be'. Lisa's Qagh – Alan*). Or for the benefit of our English speaking readers, tlhIngan Hol vIjatlhlaHbe', which means "I cannot speak Klingon".

BUDDING PROGRAMMER

I've had my Amiga for two years and I'm thinking about making shareware and PD games but I don't know how to start. Please you send me all the information that I need to get started ie conditions, copyrights, where to send completed games, how much should I charge, where and how to sell them.
Neil Gibb, Thame, Oxon.

Well, Neil, just for you and all the other budding programmers out there we have programming tutorials in our workshop section. Also, the Public Domain section and adverts throughout the magazine have names and addresses of various PD companies which you can contact for further help and advice.

MUSIC MADNESS

Have you got a synth? Possibly one of those nice new ones that has a cut out section in the top for your Amiga to sit in. I haven't. I still have my trusty, or is it rusty old Yamaha CX5M. I hung onto it because it was so good. Five octaves, 8 note ploy and programmable as well. I have, for long time, thought that it would be nice if I could play it through my amp along with my Amiga. Well, you can, if you can afford £60 or £70 for a mixer, and aren't they big. They look almost as big as the Amiga.

But, the answer is nearly at hand. Around last November, I saw an ad for Omega Projects promoting a kit. I phoned, and they said that they had dropped it to concentrate on other things over Christmas. I was asked to phone back after the festive season, in February. I then saw their ad in your March issue. When I phoned I was told that they were just in the process of designing a prototype. Now, isn't this a refreshing state of affairs. My requirements were not quite their spec, but they said that I would be the first to know.

Imagine my surprise when I received a complete set of instructions for a mixer with supplied modifications to cover my slightly different needs. Next day, I ran off down to Maplins and got the bits: no more than 20 components including the box to put it all in. This being slightly smaller than a box of ten 3.5inch disks. Very easy to put together too: Only a dozen or so soldered joints. Unfortunately I found that I was a component missing. However, I phoned Maplins on Monday afternoon at 2.30 and had the part by Tuesday evening. Excellent. I believe Omega Projects are going to release this soon, either as a kit or complete, or possibly both. Whatever they do it certainly is a useful addition to my accessories. I would also say that this would be an ideal first project for anyone who is not used to soldering. Easy.
R. Tiffin, Essex.

Well, what do you know. A letter praising a company! What do other readers think? Would you want to do your own soldering projects? Would you like CU AMIGA to cover them? Write and let us know.

Because of space limitations we may have to alter some of your letters. Don't worry though, your important points will always be mentioned. Unfortunately we cannot reply by post to Backchat correspondance so please don't send stamps!

ANDY LEANING



As the team pile out of the taxi carrying the now-delirious Tony into the emergency ward. Andy falls in love. "Oh," sighs Andy as the young female nurse wraps a bandage around Tony's finger. "I do like a woman in uniform, all that clean crisp white cotton makes me go all peculiar. I think I'll have a lie down. Hold on a second, there's a rather interesting-looking monitor set-up over there."

TONY HORGAN



With Tony Dillon patched up, the search was on for Hammond Horgan. The team found him in the cardiac arrest ward, arms swinging ing the air, waving his head from side to side whilst banging a bedpan and two scapels together in time to the bleeps of the heart-monitoring machines. "Wow, fantastic, check this out – it gets really interesting when one of them skips a beat!" Tony can be strange.

JOHN KENNEDY



John, at this point, was beginning to crack. It was 12.50 pm – ten minutes away from his first drink of the day. "Get a grip Horgan, there's some serious quaffing to be done and your blasted music is holding me up," he snarled, storming out of the hospital. The team followed him into the waiting taxi, stunned into silence by this unusual outburst of temper from the normally placid John.

STEVE KEEN



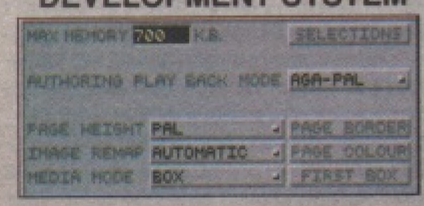
Back at the office, a worried Steve rushed to meet them (minus John). "Thank God you're back, how's Tony, will he pull through?" It was only then they realised that they had left Tony behind in the hospital. "Right", said Alan, "back we go again". "Calm down, there's no need," shouted Steve as a figure in a full body cast and long matted hair staggered into the office. Poor Tony.

INTERPLAY

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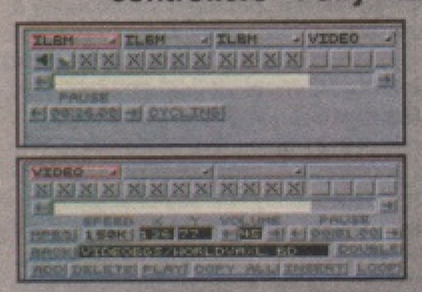


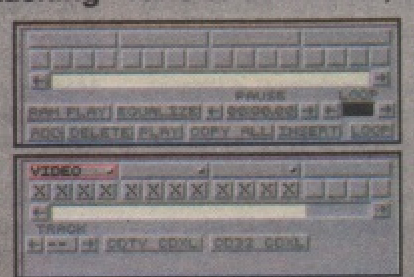


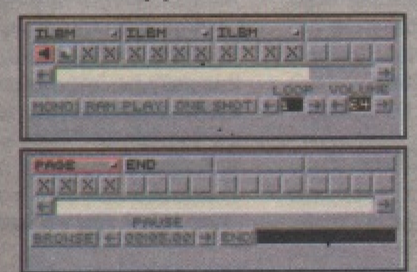
PROFESSIONAL CD32 and CDTV TITLE DEVELOPMENT SYSTEM

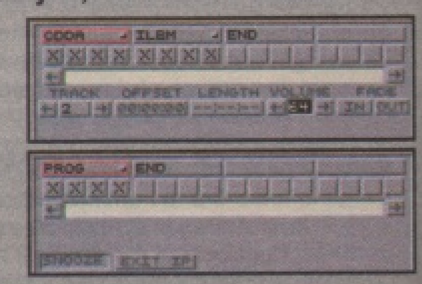
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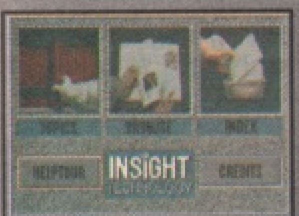


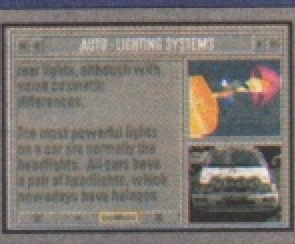


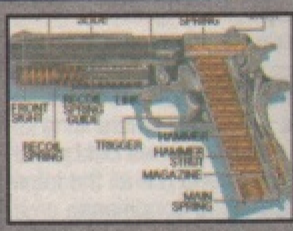




INSIGHT:TECHNOLOGY







INSIGHT:TECHNOLOGY, lavishly produced by Optonica and published by Commodore gives a fascinating look at modern day technology with pictures, animations, photos, video, narration, text, music and sound effects, over 260 topics in all,every one with a wealth of multimedia material, bringing each subject to life as never before Subject range from the ball point pen to the space shuttle.

INSIGHT:DINOSAURS





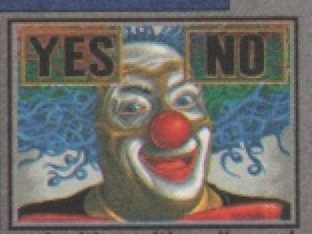


INSIGHT:DINOSAURS is the second title in the INSIGHT series, a lavishly produced title rich in multimedia. You can be assured INSIGHT:Dinosaurs will be visually stunning and technically correct as the title is being produced in association with the Natural History Museum, London, one of the worlds foremost centres of excellence in the field of paleontology. Also includes quizes, puzzles and dinosaur paintbox.

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Move along, GRANDAD

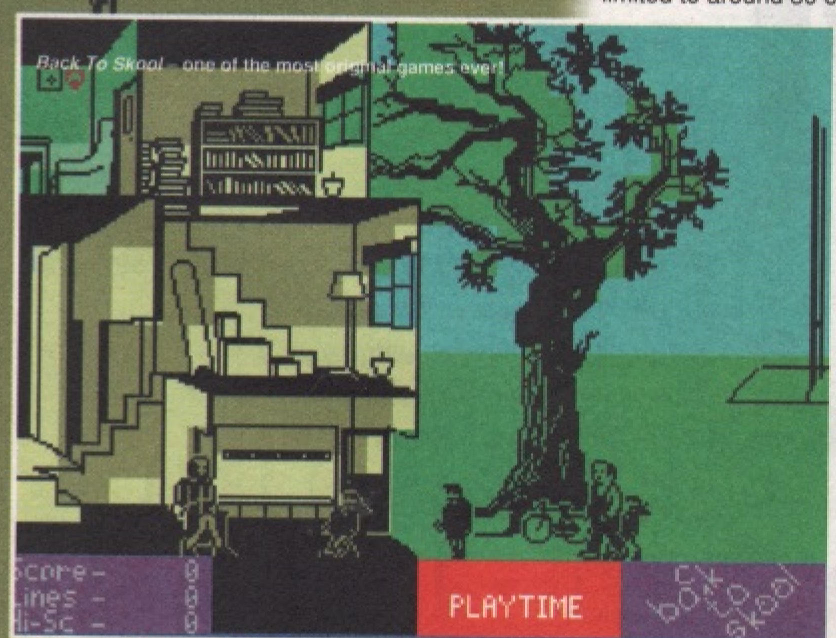
Tony Dillon lives in the past – that's why he looks like Nana Mouskouri (left). But was everything as good as it was cracked up to be, or has nostalagia rose-tinted his glasses.

After a lengthy chat with fellow coffin-dodger, Steve Sergeant from Grandslam, and comparing *Impossible Mission 2025* (reviewed this issue on page 76) with the C64 original, I was struck by how much games have changed over the last ten years. Looking back at the days of the Spectrum and C64, when space was limited and machine restricted, games seemed better. I don't know what it was, but they just seemed more playable, more original, more satisfying to play. I assumed it could only be because of the effects of nostalgia, but after playing a few classic titles on a Spectrum Emulator, I realised that hindsight wasn't all to blame.

They may have been small, and they may have been simple, but there is a timeless quality to games like *Paradroid, Skool Daze, Combat Lynx* and, of course, *Jet Set Willy* that very few games seem to have these days. Could it simply be because programmers spent a lot more time working on the gameplay as the machines just didn't have the sound and vision capabilities we have now, or was it simply because the industry was young then, and there was generally a lot more enthusiasm and a lot less money?

SPEAK UP DEAR

After looking at the general standard of old games in line with new releases, the answer to this puzzle soon became clear. The size of the host machine always dictates the size of the game, and in the old days you could make games that had 5,000 levels, each with three or four dozen different screens. The larger games, like *Impossible Mission*, were limited to around 30 or so different screens, which seems pitiful by today's standards. However, the actual amount of effort that went into producing each of those screens must be at least equal to the amount of effort that goes into today's huge games, only in days of old the effort went into the design and amount of action on each screen.



Back To Skool – one of the most original games ever!

Okay, let's stick with *Impossible Mission* for the moment, as is an extremely strong example, what with MicroProse having just released the nineties version.

When you entered a room in the original, you could immediately see all the things you needed to do, such as which items



It might not look particularly wonderful, but Atic Atac was one of the best Spectrum games ever.

needed to be searched and all the robots that needed to be avoided. In the new version, when you start you can see a couple of items and a lift. This is a good example of how the game has really changed.

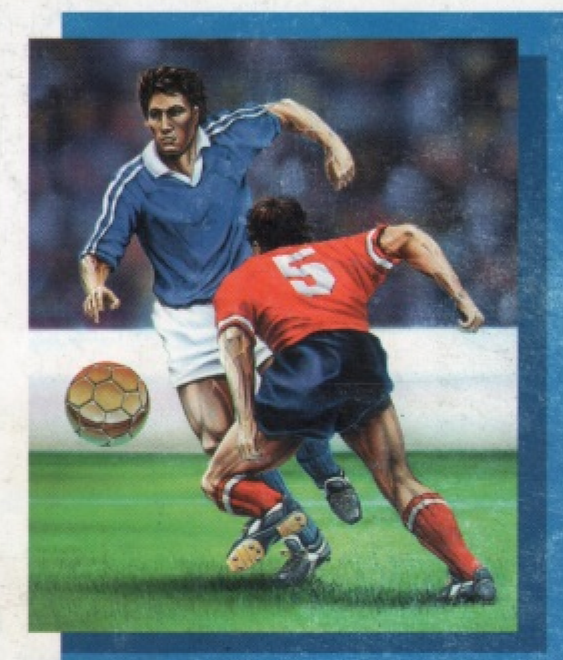
If you don't get it yet, here's the easiest way I can find to describe this one minor change that has affected games so radically. There is far less on-screen action per square inch than there used to be. With the original *Impossible Mission*, you would face five or six robots, with another half a dozen objects to search in the space of a single screen. In the new version, you have the same number of robots in an area five screens by five screens. As a result, the game action is thinned out and watered down – the result is something less than gripping.

ISN'T IT COLD?

So what is to be done? Surely I'm not suggesting that programmers start to create smaller games! Well, in a way I am. I have no objection to having a game that is thousands of miles wide and just as far high, just as long as there is enough in the design to fill the extra space.

The only other thing that sets old games apart from the new generation were 'moments'. You know the kind of things I mean, those particular points in classic games that everyone remembers – like when Eric let rats loose in the girls' school in *Back To Skool*, or fighting the first big wave of soldiers at the end of the first level of *Commando*. Many games designed these days just don't have moments like that, although Gremlin's *Disposable Hero* is the example that breaks the rule. Everyone in the CU AMIGA office seems to have their own favourite scenes, and will quite happily point them out to people. Anyone.

So you see, playability goes much further than just speedy joystick reactions and smooth scrolling. Let's see a lot more action in the game design, and a lot more thought given to each screen. Who knows, before long, rambling old fogies like me and Steve from Grandslam might even shut up about the old days! CU



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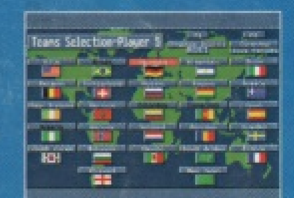
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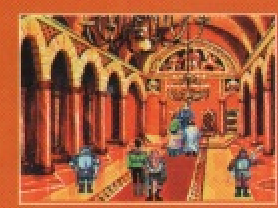
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